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> Mac > iPod > iPhone

> Issue 217 February 2010

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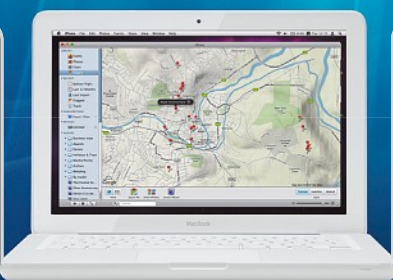


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Welcome...

to MacFormat, the UK's No. 1 Mac magazine

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Subscribe to MacFormat to **save £27** on the newsstand price, and get a Lowepro Transit Notebook Backpack! **Turn to p28 now**

As we bravely step into 2010, I'm wondering what Apple has got in store for us this year. As we go to press, the rumours of some sort of Apple tablet device being launched in February are reaching fever pitch. See our news story on page 6 for the full details. But what will this 'iTablet' look like and what will it be capable of?

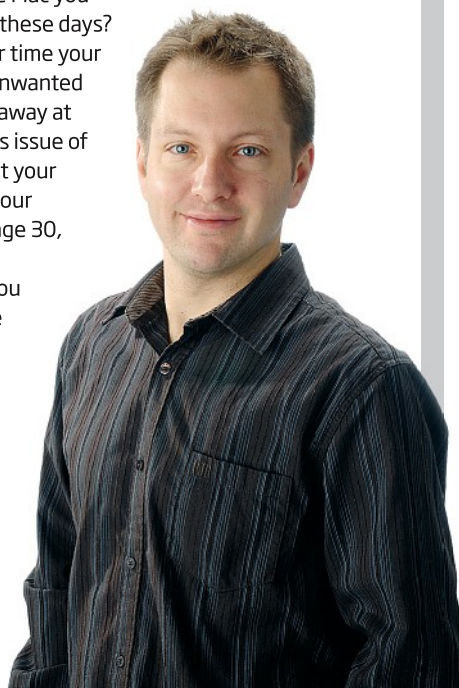
Personally, I'm hoping for what essentially amounts to a super-size iPod touch - a slim device with a touch screen, Multi-Touch gestures and WiFi that's capable of running all the iPhone apps. It would therefore function as an ebook reader, entertainment centre, web browser and email client. Fingers crossed, that's exactly what Apple has got planned.

With so much to look forward to, it's easy to forget about things closer to home - like the Mac you already own. How is it looking these days? Has it lost some of its zip? Over time your Mac can get clogged up with unwanted applications and files that eat away at your hard drive space. With this issue of MacFormat you'll be able to get your Mac back on track. Just turn to our cover feature, beginning on page 30, to get started.

Enjoy the issue and I'll see you again on 3 February with more hints and tips from the ever-changing world of Apple!



Graham Barlow, Editor
graham.barlow@futurenet.com
twitter.com/MacFormat



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Deputy Editor



"Every time we walk into a camera shop, we should make it clear why cameras that don't have the ability to 'geotag' photos are yesterday's news." **Chris on cameras p70**

Ian Osborne

Reviews Editor



"The future belongs to multi-core processors, and the future of Mac CPUs could well belong to Intel's 'Core i' series." **Ian gets stuck into Apple's latest Quad-Core iMac p84**

Christopher Brennan

OS X expert



"There seem to be an awful lot of people who know nothing about this incredibly simple yet effective app." **Chris Brennan revels in the delights of ImageCapture p62**

Luis Villazon

Technical wizard



"They are confusing the psychological sense of unburdening that comes with a blank slate, with any measurable gain." **Why a clean install isn't always best p76**

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Software guru



"Some of the most dramatic changes you can make to Mac OS X centre around its appearance on a system-wide basis." **Craig shows you how to customise OS X p65**

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» The best Mac & iPod products

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- ✓ Cramped hard disks
- ✓ Bloated system folders
- ✓ Sluggish start-ups

TAKE IMMEDIATELY FOR A FASTER MAC!

Win!
A brand spanking new iPhone 3GS and Bento 3!
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» Solid-state drives

We run ragged some SSDs **p106**

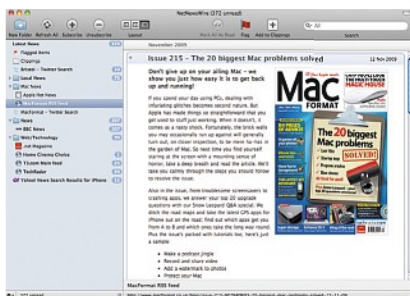


» Apple TV 3.0

We investigate the new look **p24**

"For years, digital cameras have been embedding data such as date, focal length, ISO and the like..."

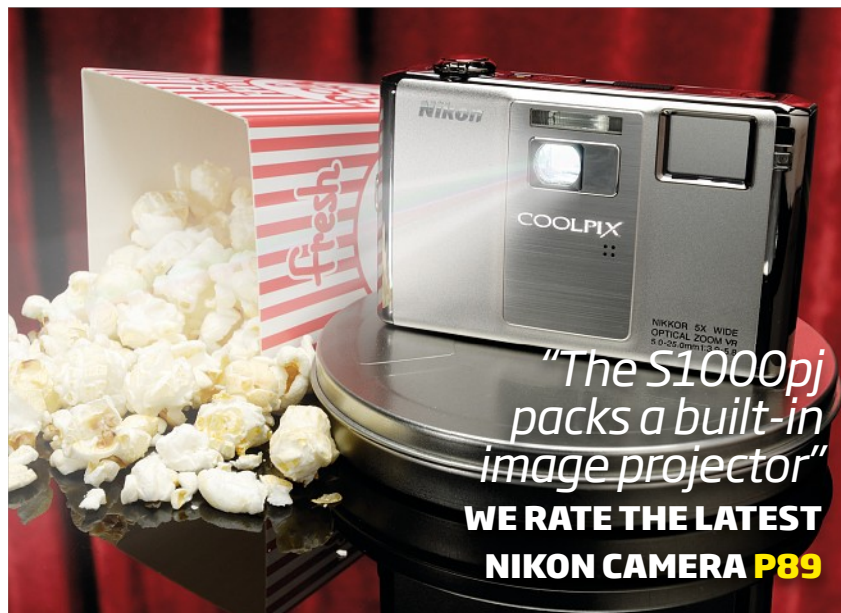
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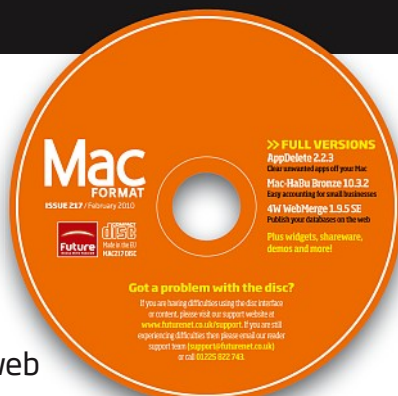
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> Mac-HaBu Bronze

Make business accounting easy

> 4W WebMerge SE

Publish your databases on the web



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Apple to open up a brand-new chapter?

Publishers prepare for the rumoured Apple tablet's potential launch

NEWS IN BRIEF



UK Apple stores expand

Apple seeks staff for five new shops across the UK. Situations vacant include: Store Managers and Assistants, Apple Creatives, Specialists and Genius positions. Business-focused and inventory vacancies also exist. Stores will be situated near Bristol (Cribbs Causeway), Aberdeen (Union Square), Cardiff, Wales, Newcastle, Tyne and Wear and a future store in Covent Garden.

Apple is reportedly meeting with several international print-media brands as it attempts to place digital publishing at the heart of the much-speculated upon and unconfirmed Apple tablet. Magazine and newspaper publishers are also developing ways of selling their publications in digital form.

The tablet has dominated chatter for the past 12 months; but Apple has said nothing about its rumoured 10-inch Multi-Touch-enabled iPhone-like tablet system.

In October, 2009, The *Sydney Morning Herald* reported that Apple had sent certain specifications to publishers in an attempt to woo them into offering titles for use on the mythical device.

It wrote: "The tablet is tipped to be a larger version of the iPhone. It is

small enough to carry in a handbag but too big to fit in a pocket. It will have a touchscreen and will be targeted at users who mainly want to surf the web, read books and newspapers or watch movies."

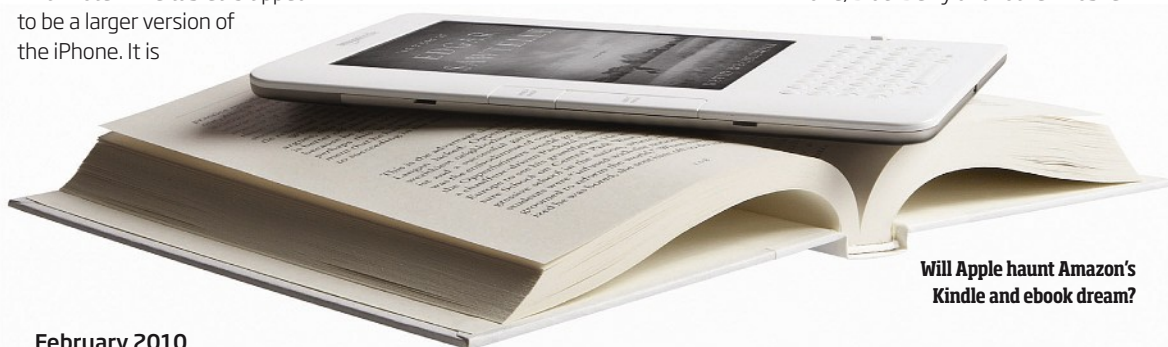
It is widely expected for introduction in early 2010, but this could change as Apple's research and development teams cook up the important new product.

Apple's meetings with publishers first emerged in September, when Gizmodo cited that sources claimed, "Apple is in talks with several media companies rooted in print, negotiating content for a 'new device'. And they're not just going for ebooks and mags. They're aiming to redefine print." The report added that Apple began

speaking to *The New York Times* with a view to putting the newspaper on a new device. Many educational publishers also now offer their titles in formats supported by the iPhone. Conceivably, this could also see the appearance of iTunes Extras formatted multimedia-rich titles. Apple has recently distributed advice to developers hoping to create content in that format. An approval system won't be introduced before early 2010.

Publishing act

A series of publishing experiments are likely, with major publishers including Time, Condé Nast and Hearst already taking steps, working together to develop versions of their titles for the iPhone, BlackBerry and "other mobile



Will Apple haunt Amazon's Kindle and ebook dream?

» APPLE IN PICTURES / All an illusion

© Digitized Image Co., Faulders Studio



» FLAT OR NOT?

A yard created for Apple exec Jeff Dauber by architect Thom Faulders. The surface is actually horizontal, but an optical illusion has formed a vortex.

platforms". Magazines will more than likely include: *The New Yorker*, *Vanity Fair*, *Vogue*, *Time*, *People* and many more, reports the *New York Observer*. Plans include development of an iTunes-like digital shop selling these magazines.

The evolution of this forest of content for Apple products reflects how digitally switched-on existing iPhone/iPod touch users have become. Media law firm Olswang's 2009 Convergence Survey reveals the iPhone population as an opportunity for media firms. For book and magazine publishers, the survey reveals iPhone users are more likely than others to pay money for online books, travel guides and magazines. 42% of iPhone users as opposed to 30% of the general population would pay for an ebook, for example.

Make a wish

Amazon claims that its Kindle ebook reader was the most wished for, gifted and best-selling product across all categories on its US store on the busy post-Thanksgiving

Black Friday shopping day, but it faces a challenge from Apple's tablet. Enderle Group analyst Rob Enderle warns it "could take up to 60% of Kindle sales."

Apple is likely to enter the fray with a premium-priced product. Piper Jaffray analyst Gene Munster predicts the 'iTablet' will cost between £300-£425, and will also comprise Apple's answer to the growing popularity of low-powered netbooks.

Speaking with the *New York Times*, Apple CEO Steve Jobs indicated ebooks "were not a big business for Apple," but also warned single-purpose ebook-reading devices would be beaten in this market by multi-function devices.

Gartner analyst, Allen Weiner agrees, telling Computerworld: "The market for single-purpose e-readers might never take off. We really have no idea whether people will decide to read books on smartphones (instead of e-readers) and no idea what Apple will do."

Above this deluge of rumour and speculation, Apple recently took over the TabletMac trademark, once controlled by Modbook-maker, Axiotron. ●

» APPLE IN NUMBERS

47.71%

Apple grabs 47.71% revenue across US retail desktop sales.

"It was with iPhone 3GS that we got a device that wasn't utterly deplorable"

Christopher Phin on the virtues of things actually being useful...



Apple talk

Who's saying what?

> Steve Jobs

www.apple.com

"Change your app's name. Not a big deal."

Jobs tells Little App Factor to change the name of iPodRip (now iRip).

> Jonathan Ive

www.apple.com

"People said to me, 'You can't do white headphones, nobody does white!' But I thought it was nice."

Apple's chief designer tells us why our iPod earbuds are all white.

> Simon Aldous

www.microsoft.com

"What we've tried to do with Windows 7 is create a Mac look and feel in terms of the graphics."

Microsoft manager sees Apple's UI advantage, company says he's wrong.

> Phil Schiller

www.apple.com

"You can download apps from the Store, and for the most part they do what you'd expect."

Schiller explains why App Store approvals are required.

> Alexandre de Rochefort

www.gameloft.com

"We are selling 400 times more games on iPhone than on Android."

Why developers want their Apps on App Store.

Have you heard any great Apple quotes? Email us at macformat@futurenet.com

>> IN THE SPOTLIGHT

2010: tech success?

Christopher Phin



This year has big shoes to fill. And if you can cope with the idea of an abstract mathematical object denoting a period of time beginning with the birth of a possibly mythical being - deep breath - having large footwear, then keep reading.

It was in 2009 that the stars seemed to align in the tech world; stuff started working. Oh sure, Firefox continued to crash, hard disks continued to click to an early death, and Macs and PCs failed to find printers in direct contradiction of the available physical evidence. But, some underlying technologies whose promise we've been teased with for years started to materialise in products that actually worked.

There's the iPhone, of course. You could argue that it worked before 2009, but it was only with the iPhone 3GS that we got a device that wasn't, in some respects, utterly deplorable. The camera became tolerable, and added video. The GPS - thanks to the efforts of third-party developers empowered by the iPhone OS 3.0 - became actively useful. And we got cut/copy/paste!

"Underlying technologies whose promise we've been teased with started to materialise in products that actually worked"

It was in 2009, too, that I experienced the Samsung ST1000 camera and the Sennheiser PX 210 BT headphones. The former adds the ability to geotag photographs automatically when you press the shutter (you can also use this information to build Smart Albums in *iPhoto* to group your shots by location), while the latter streams music wirelessly from an iPhone to a set of light, comfortable, not-so-dorky headphones.

And if these things sound a bit passé, it's only because we've been promised geotagging cameras and Bluetooth headphones for so long. The important thing, though, is that not till now have products touting these features actually worked. The Nikon Coolpix P6000, when we reviewed it, was a disappointment - we struggled to get a GPS fix at all. And when I wrote a feature on Bluetooth audio, all the speakers sounded awful. So if 2009 was a year when stuff started to work, 2010 promises to be a good one.

This issue, deputy editor Christopher Phin has been poring over giant walls of SSD benchmarks. And sobbing quietly.



>> IPHONE AVAILABILITY

iPhone, iPhone, everywhere...

Apple mobile goes to the supermarket

Apple's expansion of UK iPhone distribution continues, with newly added carriers Orange and Vodafone to be joined by Tesco Mobile.

Tesco will offer iPhones through an existing relationship with O2. Tesco Mobile is a 50:50 joint venture between the two, with Tesco using O2's network, but all re-branded under the chain's high street name. Tesco hadn't yet announced what tariffs and prices it would make the iPhone available through its network, but it is expected that these will be competitive, with rewards such as free credit and Tesco Clubcard points being made available to customers who sign up.

This widening availability should make the iPhone more prevalent, as smartphone users now have a choice of network and retailers. T-Mobile and 3 are also reported to be speaking with Apple with a view to carrying the device. Meanwhile, Phones4U recently joined Carphone Warehouse in offering the device through its shops.

Analysts consider the move to diversify carriers serving iPhone to the UK market could generate a surge in sales here, with some predicting a price war in the early part of next year, though carriers are suggesting future competition will be based on network coverage and features, rather than price.

Gartner Research says 600,000 iPhones were sold in France - where the local law

forbade Apple's originally intended exclusive tie-up with Orange - making the country the single largest European iPhone market, one in which iPhones are sold to customers on a non-exclusive basis.

"Exclusivity in France ended in April. Our numbers show that shelf share tripled and market share doubled quarter on quarter," said Strategy Analytics analyst Neil Mawston.

"The expansion of iPhone distribution has clearly benefited Apple, helping it to more than double its (European) sales in three months," said Pierre Ferragu, analyst at Bernstein. ●

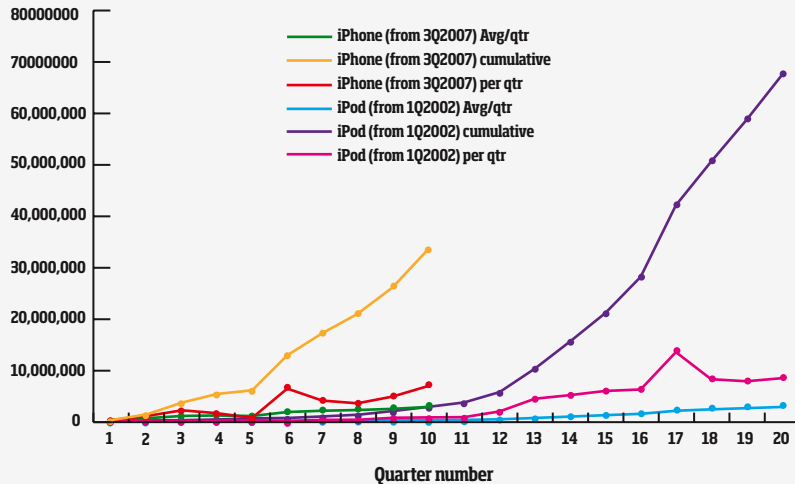
>> APPLE IN NUMBERS

768

Number of Mac OS X clones sold by Psystar.

» APPLE IN NUMBERS / iPhone sales

iPod sales vs iPhone sales



This graph makes it clear that iPhone sales are accelerating at a faster pace than iPod sales. It took the iPod three years to achieve 10 million sales, which the iPhone achieved in just under 18 months. Sourced from company reports.

» IPHONE SECURITY

Hackers hit iPhone

The attack begins on jailbroken devices

A worm that propagates itself through jailbroken iPhones has been identified, prompting security firms to warn users to be alert.

The worm searches local networks for available devices to infect. It changes the root password on affected devices, then connects to a Lithuanian server from which it downloads new files and data, and to which it sends personal data taken from the infected iPhone.

Intego calls the new malware *iBotnet.A*, describing it as "by far the most sophisticated iPhone malware yet: it is not only a worm, capable of spreading across a network, but also hijacks iPhones or iPod touches for use in a botnet."

Apple has responded to the attack, warning users not to jailbreak their iPhones. Company spokesperson Natalie Harrison said: "The worm affects only a

very specific set of iPhone users who have jailbroken their iPhones and hacked it with unauthorised software."

"As we've said before, the vast majority of customers do not jailbreak their iPhones, and for good reason. These hacks not only violate the warranty, they will also cause the iPhone to become unstable and not work reliably," she said.

Intego warns: "While the number of iPhones attacked may be minimal, the amount of personal data that can be compromised, and the ability of this new worm to create a botnet, strongly suggests that iPhone users should stick with their stock configurations and not jailbreak their devices."

The worm follows November's release of the *Rickroller* worm, which also targeted jailbroken iPhones, causing infected devices to show an on-screen picture of 80's pop star, Rick Astley. ●

» APPLE IN NUMBERS

60,000

iPhones pre-ordered in South Korea on November launch.

HOT OR NOT?

The latest word from the Apple rumour mill

HOT: A new next-generation iPhone on the way

An analytics report is rumoured to have picked up a 3.1 version iPhone, suggesting the next generation of the device is on test.

HOT: iPod touch camera to arrive in time for spring?

Rumours suggest iPod touches with video cameras were delayed by manufacturing issues. The latest is: expect a spring debut.

NOT: Apple to refuse tech support to smelly smokers

US reports that Apple staff will refuse to repair smokers' Macs on health grounds. Sounds like a lot of hot air to us.

NOT: Apple to drop the hated App Store approval process

Despite bad PR and criticism of Apple's App Store approval process, we don't expect it to be dropped. You have to play Apple's way.



Apple on TV

The Mac is ready for its close-up

Apple products abound in hit US comedy-drama, *Funny People* - check this publicity shot. In fact, Apple products made 24 appearances in US box office #1 films between Aug 2008 and Aug 2009.

If you've spotted a Mac on television, then email macformat@futurenet.com and tell us all about it!

>> ACROSS THE POND

You're the best Things

Susie Ochs



Oh, *Things* from Cultured Code, here's my special Valentine to you. I'm so thrilled I found you. Have I told you lately how beautiful you are, from your dead-sexy UI to your feels-so-right keyboard shortcut?

But my love for you is about so much more. Better organisation is in my top two resolutions every single new year, so you're making me a better person, too.

Pencil and paper were at my side for a long time, and in a way they'll always have a special place in my heart. But so flitty and unreliable – either the pencil wasn't there when I needed it, or the random scraps of paper were always hitting the road. But you, *Things*, let me manage a single list from the Mac or the iPhone, and it's always more than likely that I'll have one of those at any given moment. You work around me and you're always there when I need you.

And you really do listen to me, *Things*. I tell you something once and you hang onto it like a precious pearl. You pull my thoughts from your

"You take the worries right off my mind. If there's a difficult project or four coming up, and I'm really stressed out."

tucked-away Scheduled and Someday pockets and show them to me like treasured snapshots. "Remember? You said you wanted to download the last Mos Def album." Why *Things*, I'd forgotten all about that. What would I do without you by my side?

You take worries off my mind. If there's a difficult project or four coming up, and I'm really stressed out, who do I turn to? That's right. You're there to let me break it into chunks, figure out what to do first, and put a deadline on each step. It's as if you really want to prove to me that I can do it. And when I finally check things off, away you whisk them to my Logbook, a lasting monument to all the things that we've accomplished together.

Things, I'm so very lucky that you have come into my life, and I am looking forward to growing old and senile with you right there, reminding me of every Bridge game and bingo night.

But if you ever lose all my data, it's over.

Susie Ochs is Senior Editor of MacLife in San Francisco. You can download organisational tool *Things* from <http://culturedcode.com>.

>> HARDWARE NEWS

Mac mini is a green machine

Mac mini is most energy-efficient desktop

Apple's Mac mini is perhaps the most energy-efficient computer available, as data from sust-it (www.sust-it.net) has confirmed.

The UK-based firm announced the results, noting that Macs generally deliver on the low-energy promise.

Energy efficiency translates into real savings for consumers. In this case it equates to lower electricity bills for those running a Mac mini over other computers.

Sust-it observed: "There's a staggering difference between the energy consumption of computers in the marketplace; you could save nearly £150 per year on electricity in choosing the most efficient models. We've been highlighting these savings through our unique ranking system and it's great news that Apple has responded to the



Mac mini is green, but what about the display?

environmental issues, I hope other manufacturers will follow their lead."

The energy consumption site ranks more than 5,000 electrical products, helping

consumers identify which machines are most efficient. The site details the energy demands of each product, and adds this to its own database of electricity provider tariffs, meaning shoppers can assess the energy costs. It

also relates the energy costs of white goods and home entertainment kit. ●

>> APPLE IN NUMBERS

55%

The smartphone web traffic taken by iPhone in the US.

Stockwatch

A look at the world of Apple business with Clem Chambers



The US economy struggles and while the shopping malls resemble sets for zombie movies, Apple stores in these centres are full of live humans. This is validation of Apple's extremely strong stock price.

However, when the market as a whole takes a breather it's not surprising that Apple's stock takes a break too.

Recent news of Apple's acquisition of Lala is intriguing. Why would Apple buy a music website? The idea is that most iTunes customers are spending less on tracks than the \$10 a month it costs to belong to Rhapsody or Spotify, whose streaming apps are now on iPhone. So Apple is interested in offering its own

streaming subscription service powered by Lala technology.

Meanwhile the wait is on for the Apple tablet, apparently due for spring/early summer. Whenever it is, there will be a two or three-month run up of Apple's share price before its release.

Clem Chambers is CEO of ADVFN, Europe's leading stocks and shares website.

>> LEGAL NEWS

Apple bows down to OFT

Apple changes terms and conditions

The Office of Fair Trading has made Apple change its terms and conditions of sale to make them fairer to UK consumers. These cover purchases from Apple and downloads from its online iTunes Store. The changes follow discussions between the two parties, once the OFT "identified terms in the agreements, which raised concerns under the Unfair Terms in Consumer Contracts Regulation 1999 (UTCCRs)".

According to the OFT, Apple changed its terms so they: do not exclude liability for faulty or mis-described goods; are consistent with consumer rights under the Distance Selling Regulations; are drafted in plain or intelligible language; and do not potentially allow changes to be made to products and prices after an agreement is made.

Jason Freeman, Legal Director of the OFT Consumer Markets Group,

said: "The contract or terms of use between a company and a consumer, whether they are found online or on paper, must be clear, fair and easy to understand. It is important that consumers are given clear and accurate information about their consumer rights."

These changes were required because Apple exercised a standardised series of terms and conditions across different countries, but the pre-existing deal needed change to bring it into line with UK consumer law.

It argued that Apple's terms went against the spirit of the Unfair Terms in Consumer Contracts Regulations 1999, which protect consumers from terms that reduce their statutory or common law rights. As written, Apple's previous T&Cs could have discouraged consumers from making claims because they didn't think they could make them. ●

>> APPLE EVENTS



CES, Las Vegas 7-10 January

The Apple-focused CES area expands this year, though Apple's not presently signed-up to exhibit.

BETT

13-16 January

Apple always makes a splash at this annual UK education tech show, taking place days after CES.

NAMM, Anaheim, CA 14-17 January

See the latest technologies and innovations for music creation launch at this show.

MACFORMAT Issue 218

3 February

We're all waiting to see how Apple will begin its New Year and our news team will be on the case.

MACWORLD CONFERENCE AND EXPO, San Francisco

9-13 February

Apple has abandoned this event, will the rest of the industry follow?

CEBIT, Hannover

2-6 March

Europe's technology showcase.

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COMPETITION

Organise your info using one of Bento's 35 pre-designed templates.

Photography by Joby Sessions



**PRIZE WORTH
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£1,000!**

Win! An iPhone and Bento 3 for your Mac!

Win an iPhone 3GS 16GB, Bento 3 for the Mac and iTunes voucher

For the ultimate database solution look no further than *Bento 3*. Perfect for the home and small-business user, you can organise and manage your digital data using its attractive and customisable forms, all for just £30. *Bento 3* gives you 35 pre-designed templates, and you can also design your own or import those created by others. Remember that movie database you promised yourself you'd put together? Well, now's your chance to finally get it done!

As well as an exciting OS X application, there's also a version of *Bento 3* for the iPhone or iPod touch. You can carry your information around with you, create and edit records and synchronise with your desktop app.

Thanks to *Bento* creator FileMaker, Inc, we have a superb prize package to give away. Two

lucky winners will get a Pay As You Go iPhone 3GS 16GB, a copy of *Bento 3* for the Mac and a £15 iTunes voucher to buy *Bento 3* for iPhone. Three runners-up get *Bento 3* for the Mac.

The question

To stand a chance of winning this stunning prize, just answer this simple question:
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- To enter, text BENTO, followed by a space then your answer (A, B or C), space, then your name and address to 87474; or enter via our website at www.macformat.co.uk and click on the **Competition** link.
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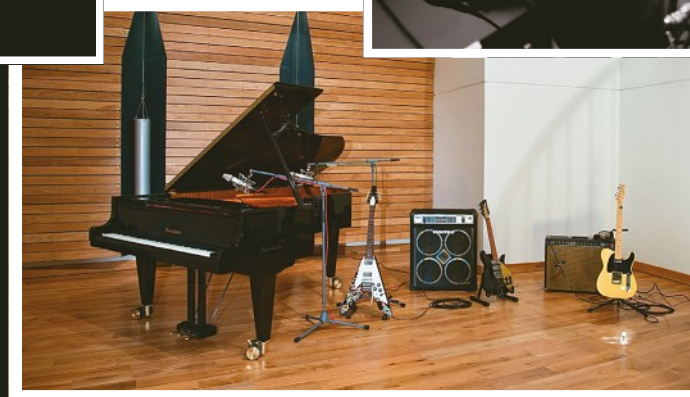
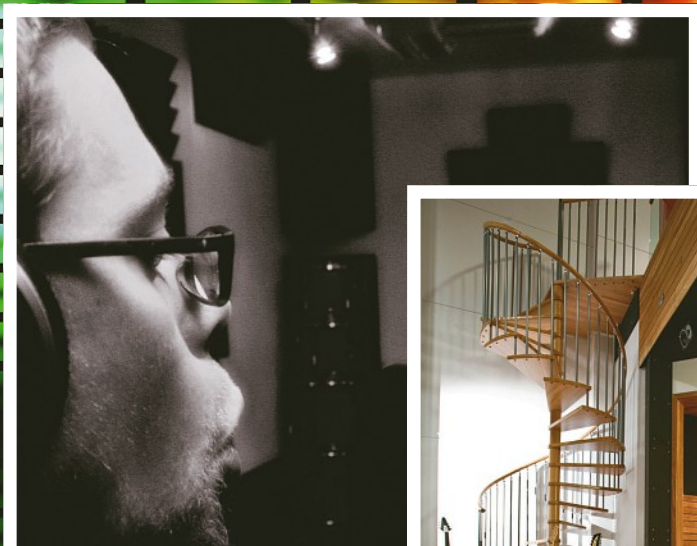
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Me&MyMac

>>> CONTACT US

Want to share your Mac setup with us? Send a photo of your kit to **christopher.phin@futurenet.com**

MacFormat readers share their beloved Mac setups

Data Robotics Drobo hard disk

Serge isn't short of storage, but this enclosure is future-proof and expandable.

Wacom Cintiq 12WX pen tablet

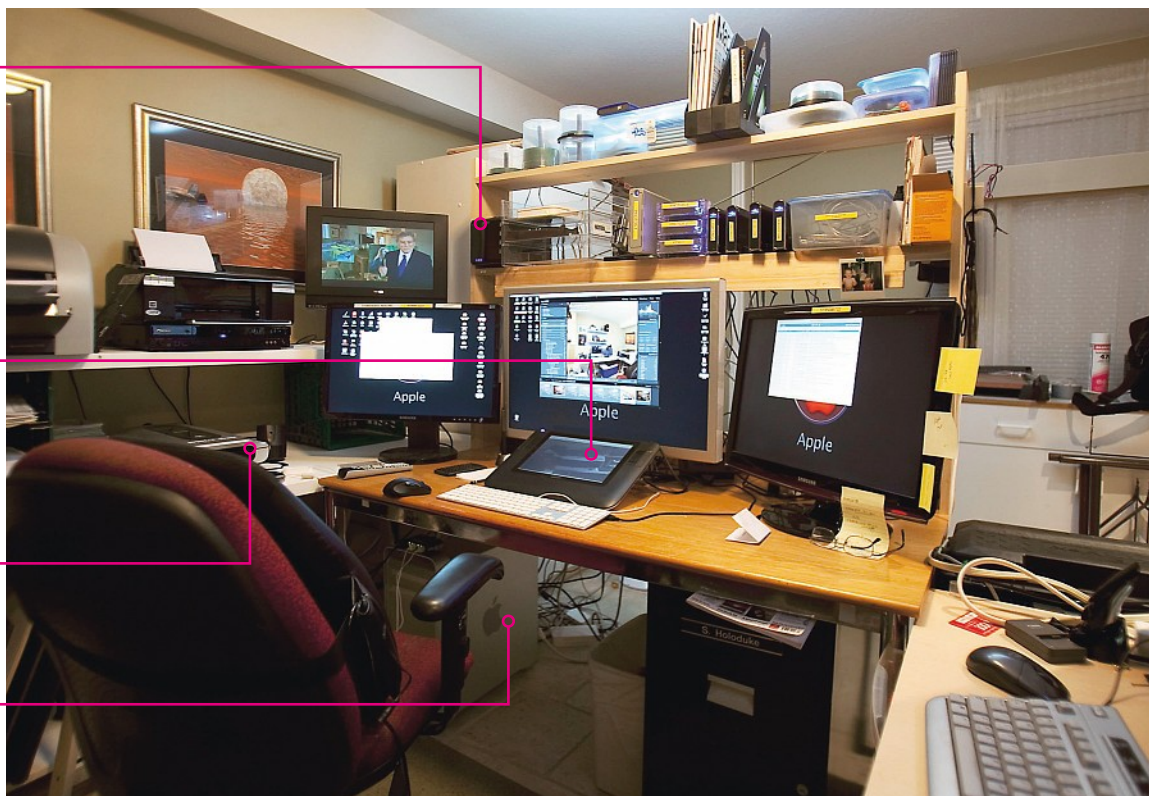
Now we're jealous. This screen-cum-graphics tablet makes retouching a breeze.

Canon CanoScan 8600F printer

It doesn't hurt to have a good print, negative and slide scanner around.

Apple Mac Pro Quad-Core 2.8GHz

"It's responsive and there's a total absence of the blue screen of death!"



>>> PROFILE

Name: Serge Holoduke
Occupation: Lighting designer and equine photographer
Been using a Mac for: 18 months
Favourite hardware: Cinema Display and Wacom Cintiq 12WX
Favourite software: Adobe Lightroom

Serge Holoduke has been around PCs since the early 80s when he was a sales manager for a professional business centre. "We dealt with IBM, and our retail operation offered both the IBM PC and the Apple II. So I'm a veteran PC user, but there's always been a frustration associated with the PC."

Having not owned a Mac since the original Macintosh – sold a year after it was bought in 1984 for more than Serge paid for it – what made him buy, of all things, a MacBook Air?

"It was more a vanity thing," he says. "When I saw the MacBook Air at a local retailer, I bought one. I found that its light weight served me well for travelling. This was followed by the purchase of a 17-inch iMac. After a few weeks of working with the iMac and getting used to the operating system, I just couldn't resist buying the Mac Pro.

"Apple's iWeb is really a dream to work with. I remember publishing my first website in just an hour or so"

I haven't looked back – I've now added a MacBook Pro to my inventory. There's a quality that comes with the Apple products and an almost total elimination of the infamous 'blue screen of death!'"

Despite this legitimate concern, Serge isn't afraid of PCs – there's actually a Windows-based system in his setup that he uses to run some CAD apps and tools to help him in his work as a lighting designer, though he does also use *Parallels* to run Windows on his Apple gear. He sure loves his Macs, though. "I guess the Mac Pro

with the Cinema Display has to be the greatest thing since sliced bread. The simplicity with which one can change drives, upgrade RAM and install other hardware is very welcome."

This simplicity is echoed, as we know, in the software as well. In addition to heavyweight applications such as *Lightroom*, Serge is also a dedicated admirer of *Pages* and *iWeb*: "Apple's *iWeb* is really a dream to work with. I remember publishing my first site in just an hour or so."

And as an equine photographer, he's certainly the sort of professional who appreciates portable kit. "Recently I was photographing the wild horses of Alberta. The area is extremely primitive and since I was taking an average of 1,000 images a day, my MacBook Pro was my only companion. I used it to back up all my images on a Hewlett Packard external hard disk." ●

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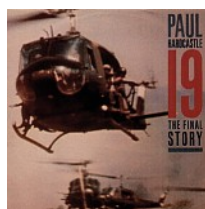


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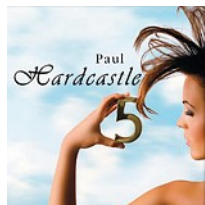


Above and right: The iconic '19' catapulted Paul to fame in the 80s.

Far right: Paul with artist manager Simon Fuller, friends and plenty of record gold discs.

Right middle: Paul Hardcastle's fifth smooth jazz album, which was released in 2008.

Right bottom: Paul's most recent album Zer01 sees him getting back to his electro roots.



I use my Mac for making music

Graham Barlow talks to n-n-n-n-n-nineteen creator Paul Hardcastle



»»PROFILE

Name: Paul Hardcastle
Location: London, UK
Occupation: Music producer
System(s): 3.2GHz Mac Pro, 2x30-inch monitors, 17-inch 2.8GHz MacBook Pro, 24-inch iMac, running Snow Leopard
Web: www.hardcastlemusic.com, paulhardcastle.com

MacFormat: Your iconic track '19' was an international mega-hit. With its narrative about the Vietnam War, it captured the mood of a generation and created a sound for the era. How did it change your life?

Paul Hardcastle: Well, one day I was watching the *News at Ten* and all of a sudden there I was in front of millions of viewers! '19' had just entered the National Chart at No 4, and was in the top 5 in 13 other countries. A week later it was at No 1 in all 13 countries. The phone started ringing and didn't stop for months. I was offered so much remixing and producing work, even my next-door neighbour wanted my autograph, which was really weird.

MF: What's the last thing that really made you go 'wow'?

PH: Winning Billboard Artist of the year for 2008 in the Contemporary Jazz section in the USA and having my ninth No 1, all at the same time.

MF: Have you always been a Mac owner or is this something new?

PH: I started off with a Macintosh IIx around 1990 and have had almost every model since then. The whole family has Macs, so we have around 12 in the household!

MF: Why a Mac and not a PC?

PH: A no-brainer - Macs are far superior in most ways, especially for music, graphics and web design.

MF: What's your favourite piece of Mac software?

PH: I have three favourite pieces of software: *Logic Studio* for music, *Final*

Cut Pro for video editing and *Freeway Pro* from SoftPress for my website building. The internet will become even more important, and this is why I've started learning how to build a website. I don't have too much time to do this, but I did want to be able to get hands-on so I can change things myself, rather than rely on whoever does my site. That's why I chose *Freeway*. It doesn't have a steep learning curve, and uses a lot of the Mac functions that I was looking for.

MF: What are your plans as we enter this new decade?

PH: I'm expanding my record label throughout Europe. And who knows, I may become a web designer if the records stop selling! Also, next April is the 25th anniversary of '19', so be sure to watch this space! ●

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Gadgets

The hottest kit, coming soon.
Here's what Apple is up against



▲ Canon Powershot G11

From £480 www.canon.co.uk

What is it? This new high-end Canon compact offers a lower resolution than its predecessor, boasting 10 million pixels instead of the G10's 14.7 million; a brave but welcome move that results in less noisy images. It has a great fold-out screen, a raw mode for serious snappers and a horseshoe for an external flash.

When's it due? Out now.

Why are we excited? It's a great camera for those who want more from a compact, but have no desire to move onto a DSLR.



◀ Manson Signature Guitar MB-1 Standard

£3,299 <http://tinyurl.com/meq999>

What is it? An incredibly stylish axe, with a built-in MIDI control screen. Until now, Muse front-man Matt Bellamy's collaborations with Manson have been one-off custom designs, but this is one everyone can own. It features a built-in X/Y MIDI controller pad that can be used to run anything from your Mac to the stage lighting.

When's it due? Out now, but they're having trouble keeping up with demand, so you might have to pre-order.

Why are we excited? Wouldn't you like to plug it in and use it with *GarageBand*? Well? Wouldn't you?



▲ Sony ICD-UX Series Voice Recorder

£TBA www.sony-europe.com

What is it? A great new series of digital voice recorders. The new UX200, 300 and 300F models offer MP3 recording, MP3/WMA/AAC playback, up to 4GB storage, 21-step playback control speeds, USB connectivity and the top-of-the-range model throws in an FM radio for good measure.

When's it due? Out now.

Why are we excited? A take-anywhere voice recorder you can also use to listen to your music? Bring it on!

► Zemno DeskBook Pro

\$500 (£300) www.zemno.com

What is it? An incredibly capable docking station for your MacBook, or MacBook Pro up to 15 inches in size. It's packed with ports, boasting seven USBs, three FireWire 800s, one FireWire 400 and a single Ethernet. There's also DVI output, eSATA connectivity, audio input and output, a flash card reader and two mod bays.

When's it due? Released in January.

Why are we excited? It's the ultimate notebook docking station. Not exactly cheap, but has great connectivity options.



▲ Palm Pixi

\$99 (£60)

www.palm.com/uk

What is it? A Palm Pre lite. Like the Pre, it uses webOS and offers GPS and an accelerometer, but there's no WiFi. The display is smaller, and it only has a 2-megapixel camera instead of a 3-megapixel one.

When's it due? Out in the US, but you know how long the Pre took to get a UK release. Don't hold your breath!

Why are we excited? A smaller, cheaper version of the Pre seems like a smart move to us. Maybe it will inspire Apple to produce the oft-rumoured but never-produced iPhone nano.

▼ Yamaha MCR-140 Micro Stereo

\$400 (£240) <http://tinyurl.com/yhqf2t2>

What is it? It's the second Yamaha product to use the company's new yAired technology, enabling you to wirelessly connect your iPod or iPhone. The subwoofers are wirelessly connected too. Other features include a CD player, front panel USB port, FM radio and mini-jack inputs for portable audio devices.

When's it due? Out now in the States.

Why are we excited? It's not the prettiest micro stereo system out there (in fact, it looks decidedly dated), but we hope yAired and similar technologies catch on.



Feedback

>> CONTACT US

✉ Whatever your Mac-related cares, concerns or calamities are, let us know about them by contacting us on the following email address: macformat@futurenet.com

Let us know what you think about your Mac, MacFormat and everything Apple

Why choose a portable drive in particular?

I have just read the article on portable drives in Issue 215.

I have an external hard drive running *Time Machine* but I also need to back up work and store in a remote place for security. Why should I buy a portable for this, rather than a permanently attached external drive?

Mike Yeomans

MacFormat replies: Portable hard drives differ from standard external drives in two ways. Firstly, they're based on 2.5-inch form factor hard-disk units rather than the larger, cheaper 3.5-inch models, and are therefore smaller. Secondly, they're powered from your computer's USB ports, so

there's no need for an external power supply. As the name implies, portable drives are designed with portability in mind. They're small enough to slip into your pocket or bag, and there's no need to carry a power lead or transformer. As you suggest, though, this takes a toll on the price. GB for GB, portable drives are more expensive than standard external drives.

If your drive is to be permanently connected to your computer as you imply, you might well be better off with a standard external drive. A portable drive would only make sense if you were running out of plug sockets. But there's another solution. Have you considered an off-site backup service, whereby your data is backed up to a cloud server or a remote location? We're doing a group test on these in the next issue.



Column View: it's a love/hate thing...

I think Column View is a very useful idea, and it's the only view I use. But please will someone ask Apple to change the default setting (or at least make it an option) so that when you open a window in this view it opens so that you can see everything in the column. (The view you get when you double click that fiddly little double line squiggle at the bottom.)

Every single time I open a column, I have to resize it, and it drives me crazy! Not to mention the RSI I'm developing...

Tim Woolf

Portable hard drives get rid of the need for power leads or transformers.

>> STAR LETTER / A Terminal case

Just want to say I really liked the tips about altering the way stacks are shown using the *Terminal* instructions in the December issue. I use my MacBook Pro hooked up to my flat screen via the MiniDisplay Port and now I have my new Magic Mouse I can't help but sit and surf from the sofa, so the highlighted mouse-over effect and change to List View are top! However, now I want to know what else can be done

through *Terminal*, is there any chance of having one of your amazing '101 lists' for *Terminal*-based mods to the UI as well as general use? I know Apple like to keep *System Preferences*, and such, nice and simple, but why hide all this useful goodness away like this?

Nick Kennedy

MacFormat replies: Great idea Nick. We'll see what we can come up with. The balance between providing too many options and keeping things simple and accessible is the unforgiving knife edge along which Apple must walk. However, we think it does a decent job of getting it right most of the time. Saying that, there's no harm in tinkering under the bonnet of OS X occasionally.

The new Apple Magic Mouse: warning - may cause laziness...

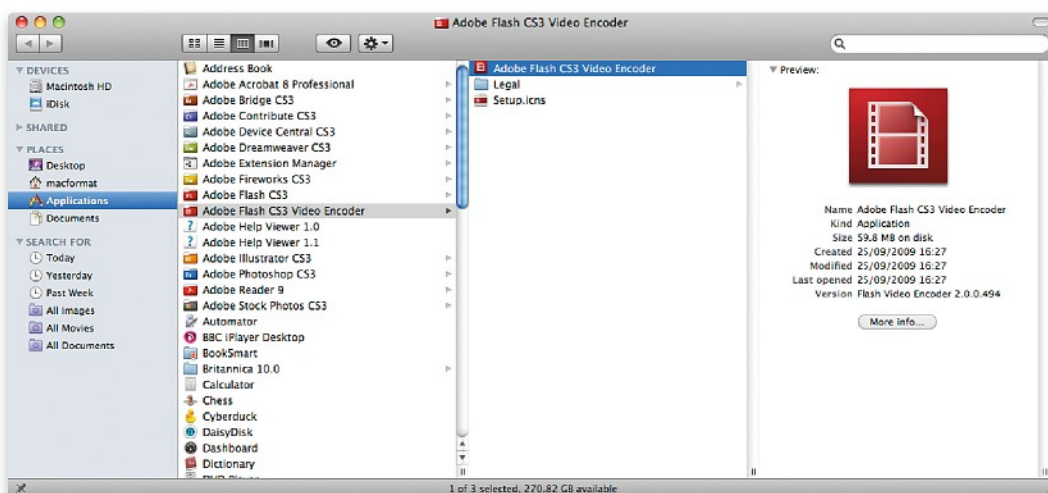


>> STAR LETTER



Email all your letters to us at macformat@futurenet.com

If yours gets picked as the MacFormat Star Letter, you'll be sent a fantastic EyeTV Hybrid. It comes with analog and digital tuners, so you can use it to put TV on your Mac wherever you are in the country!



With a little bit of gentle persuasion, you can get Finder to remember your preferred column width.

MacFormat replies: There is a way to do this, Tim. It's a bit fiddly, but it works. First, open a *Finder* window in **Column View**. Doesn't matter what folder you are looking at. Hold down **⌘** and drag to resize the column widths to the size you want (note: holding down **⌘** will re-size all the column widths). Now - and here's the key thing - don't do anything else in that window except close it. Now when you re-open a *Finder* window it will have remembered the new width you've set for columns.

Subscribing all the way from Down Under

I have attempted to subscribe at both MacFormat.co.uk and your magazine supplier people and, on both websites, they do not allow subscriptions to Australia.

Just enquiring why? Thanks for a great magazine.

Phillip Manfredi

MacFormat replies: We have to apologise Phillip, and to other Australian readers - a bug in our subscription system has prevented Australian readers from subscribing to *MacFormat* through the website. However, you'll be glad to hear that this has now been fixed.

To make up for this we're introducing a special offer for all our Australian readers. To celebrate Australia Day (26th January) we're offering you the chance to subscribe at an exclusive rate just

for our Australian readers. Pay a mere £75 for the year instead of our usual rate of £90. The offer is valid till 15th April 2010. Go to www.myfavouritemagazines.co.uk/mfc/p105. Subscribing to the magazine will get every issue delivered direct to your door as well as exclusive access to our subs-only area on the *MacFormat* site from where you can download PDF copies of the magazine.

The amazing £10,000 Magic Mouse...

We in the UK often complain about 'AppleTax', but have things gone totally mad? Have a look at the attached screen shot I took of Amazon.co.uk on 1st Dec.

It had better be Magic at that price! At least you can save a fiver if you buy Snow Leopard at the same time.

Roz Hall

MacFormat replies: We also note that you can purchase "2 new" from £56.15 below the one that costs £10,000.24...

Full PDF magazines on the horizon?

I am a subscriber to your magazine. I have noticed that you have PDF versions of your magazine articles available for some features and tutorials.

Would it be at all possible to make each issue available in its entirety as a single PDF, especially since there are often very good tidbits of information that are not found in specific features or tutorials.

Gary Hooper

MacFormat replies: We're looking into this right now Gary, and we're hoping to have a solution for you and all our readers next month. Watch this space!

Apple Magic Mouse-int
by [Apple](#)
★★★★★ (2 customer reviews) [More about this product](#)

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£10,000 for Apple's latest Magic Mouse? Cheap at half the price!

Twitter talk

From the Twittersphere

We asked:

Tweet us the name of the Mac app you love the most.

@justinmoors

"FileMaker 10 - it allows me to create cross-platform full-featured databases easily and with a little Mac style."

@lewisturek

"Sketch. Best app for screenshots and annotations... and the icon is a pink heart!!!!"

@penningtonj

"Dropbox is by far the best mac app out there. I couldn't imagine my workflow without it!"

@CraigGrannell

"GarageBand, because I love making music, and it's a surprisingly powerful and sweet suite! WriteRoom gets the runners-up spot."

@Bunglenick

"I'm loving Mindnode. It syncs wirelessly to the Mac client (which you had on your disk a while back) and works like a dream!"

@sethilly

"The Mac app I love most is... a tie between Things and Coda! Two reasons EVERY Web developer should switch to a Mac."

@Danielpholt

"Calendar app for sure. Its always open, and has totally changed the way I manage my life. Special shout out to Tweetie."

You can find out what we're up to each month by following the team at [Twitter.com/MacFormat](https://twitter.com/MacFormat)

» SNIFFING THE iPhone / An alternative solution

As I strolled nonchalantly through town a little plink on my iPhone sounded to inform me of a received text. This prompted me to reach for my phone and see a message from my wife asking me to phone home. I fumbled at the screen of my phone, which offered no response to my woolly glides and prods. A slight panic began to come over me. A little voice in a calm and dark corner of my mind whispered, "But no, this is an Apple device, Apple are supposed to be different." Like MacGyver

in a crisis I was left with no option - I raised the iPhone to my nose and unlocked it by swiping the tip of my nose, finger-like, across the screen. Unlocked, I was able to instruct the iPhone to "Phone Home", and much like ET I made contact with the mother-ship, who informed me of a desperate crisis involving the need for nappies.

Thanks Apple, and thanks *MacFormat* for allowing me to share my strange introduction to the world of Apple.

David Jones

MacFormat replies:

There's a panel underneath the iPhone's glass cover that senses your touch by using an electrical field. Therefore, wearing woolly gloves will mean your finger swipes will be in vain. However, we are very keen on your solution! It's much more fun than wearing fingerless gloves, anyway...

We're not sniffing the iPhone, we're unlocking it, honest, guv.



Help! I'm running out of Time Machine!

Your magazine is the reason I made the switch to Macs seven months ago. Since then I've purchased a Mac mini and more recently I purchased a MacBook. I love everything about my Macs. However, I have a question regarding *Time Machine*. I'm using a 1TB external drive for my daily backups and yesterday I noticed I only have 400GB of space available. At this rate my external drive will be full within a few months. Is there a mechanism in *Time Machine* that will automatically delete old backups (such as backups older than 3 months) or do I need to manually delete them?

Craig Samuels

MacFormat replies: We're glad you're enjoying *MacFormat* and the world of Apple, Craig. Now, onto your question: remember, *Time Machine* only does incremental backups, so it will take a while for it to fill the remainder of your drive.

Apple's Time Capsule is just the thing for backing up with Time Machine.

Once it does, you'll get a message informing you that the drive is full. At this point you should be able to unplug it and store it on a shelf somewhere and plug in a new drive (this is if you want to keep all your old data safe). Alternatively, you can leave it connected up and it will then start to delete the oldest backups first to make room for all the new backups.

Back to the good old faithful Apple Mac

I'm in my first month back on a Mac (MacBook Pro 15") after many years. Back in the day I wrote a financial package in *MacLion* all on a Mac with external 10MB hard drive almost as big as the Mac - a

great database, but obviously went under at some stage.

The return came thanks to my 8-year-old PC notebook that in the week before my trip to Europe decided to start going flaky and the new MacBooks were just too good to stay with Windows. Apple has really hit the sweet spot with its latest kit. The Mac worked perfectly, picking up wireless networks in Italy, France, England and Ireland plus a couple of wired connections and linking to our VPN without any issues.

Also, I've just picked up the October issue and have to comment on the brownish boxes with white text in the 101 Best-Ever Mac Tips feature.

I don't know about anyone else, but I found it difficult to

read the key shortcuts in these boxes. There's just not enough contrast between the colours. No such problem with the purple boxes later in the mag. I use glasses, however my eyesight's not that bad. Apart from the minor colour gripe I love the mag and will subscribe.

Robert Roughton

MacFormat replies: Your story is by no means unique Robert. We're hearing from more and more readers who are returning to the Mac platform after years of getting lost and frustrated in the PC wilderness. Thank you also for your feedback on the mag, we'll take your comments on board. We always appreciate and welcome feedback from our readers, so don't forget to email us. ●



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Apple TV 3

Rob Buckley checks out the new-look Apple TV and asks whether it's as good as it gets, or if there are better options available

The Apple TV is beautiful. It's a small square box, a little over an inch thick. It has a few sockets for connecting to a TV, and can deliver pictures in high definition. It's very minimalist - too minimalist, some would say, the accusation being that the Apple TV is an expensive (£219), under-featured way to put whatever you have in *iPhoto* or *iTunes* on your TV, especially when there are more powerful alternatives out there.

Looked at objectively, the Apple TV has a few issues that have most people scratching their heads. For starters, you'll need a TV that has an HDMI, DVI or component video input.

For content, it syncs with a Mac or PC and can stream it with up to five others. If the content is in *iTunes*, *iPhoto* or a Windows equivalent, you can play it on your TV. Usually.

Unfortunately, that's a big 'usually', since the Apple TV needs your media to be in very specific formats and very specific resolutions. Try syncing an AVI movie or an OGG audio file to an Apple TV and you'll get the digital equivalent of a blank look from it.

But it has to be said, the Apple TV is a great way to take advantage of your large, high-def, widescreen TV. The old *Front Row*-style interface has been phased out in favour of a far more appealing look in the free version 3.0, which is available through a software update from the Apple TV menu. Now all the menu

options are more intuitive and run across the screen rather than downwards. TV shows, movies and photos look great in high def, and your TV or connected audio system make better audio players than your Mac - you can also show *iTunes* LP content on the Apple TV, something your stereo would be pushed to do.

The Apple TV's internet connection means it can also access Flickr, MobileMe galleries, YouTube and, with version 3.0, internet radio stations for additional content. Indeed, with the Apple TV able to purchase content from the iTunes Store directly, not only can you bypass your computer to get content, you don't have to

go out to the local rental store any more. If you have a reasonable broadband connection, in just a few minutes, you can sit back and watch anything from a huge range of Blu-ray-quality movies to popular TV shows, usually

including whatever's on Sky Box Office at the moment - but without the need for a Sky+ HD box or subscription. Unlike Sky Box Office, version 3.0 of the Apple TV software offers playback of movies with *iTunes Extras*, giving you a DVD-style menu full of additional content, such as deleted scenes.

But is that really enough? There's no way to record content directly to it and it's not expandable with plug-ins for additional content sources or video formats - not even *Flash* - so the likes of the iPlayer, 4oD, Sky Player and ITV

"The old Front Row-style interface has been phased out in favour of a far more appealing look"

The Apple TV may look the same on the surface, but the interface is brand new.

Photography by Gavin Roberts, Illustration by A.k.A.



APPLE TV

>> JARGON EXPLAINED

High-definition television

Often shortened to **HDTV**, this is a digital broadcasting system with a higher resolution than traditional televisions.

HDMI

This stands for **High-Definition Multimedia Interface**. It's a compact audio/video interface capable of transmitting digital data. HDMI supports high-definition video and up to eight channels of audio on a single cable.

1080p

This is the shorthand name for full high-definition television. The 1080 part represents 1,080 lines of vertical resolution, and the letter 'p' stands for progressive scan, meaning the image is not (two-pass) interlaced.

Blu-ray

An optical disc storage medium designed to replace DVD. It's capable of storing high-definition video as well as other digital information.

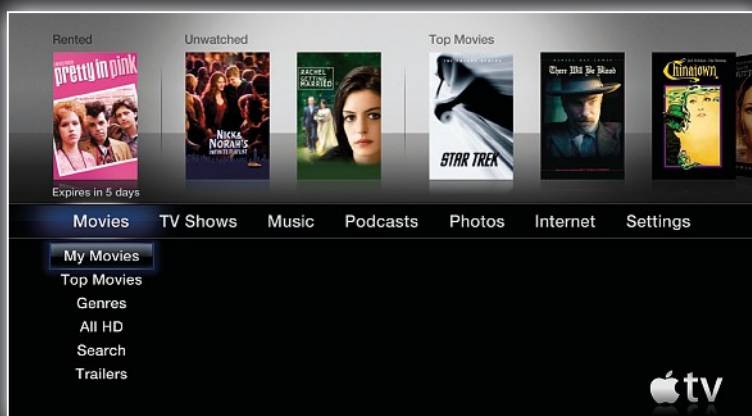
Player are strictly off limits. The 160GB hard drive is still a little poky for the average film buff and there's no DVD or Blu-ray drive. There's no web browser to speak of either. In short, it's limited.

Mini alternative

So why not just get a Mac mini, pimp that up and use *Front Row* as the front end? The mini lacks none of these limitations. You can add as many Elgato and Miglia video devices to it as you have USB ports. iPlayer et al work fine with a Mac mini and it has a DVD drive that can play as well as record. It also has a much bigger hard drive that you can expand with an external disk. Not to mention, its display output is genuine 1080p. Surely that's perfect?

Well, it is - almost. If you're renting or buying content on the Apple TV, it can start playing the file when only a few percent of it has been downloaded; with *iTunes*, you have to wait. This makes the Apple TV far more useful for someone who really wants to watch a movie once they've clicked the **Buy** button.

The mini is also much more expensive (£499) and designed to be a computer. While you can use a remote control with it, when you want to change passwords, update software, and so on, realistically you're going to have to use a keyboard and mouse. The Apple TV needs only a simple remote control that can click and select.



The new Apple TV software introduces a sleeker, more intuitive interface than the previous one.

Of course, you can probably deal with the hassles involved with that. The question is: can everyone else who uses your media centre? What happens if there's a problem? Can they work through all the menus to set up a TV recording? The Mac mini

"It's possible you already have a set-top box that can double as a media player: a console"

might be more powerful, but will it disempower fellow TV watchers?

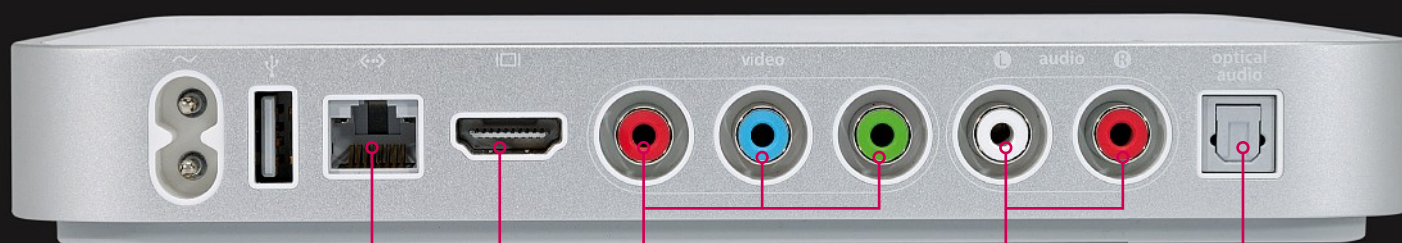
There are other alternatives, too. It's possible you already have a set-top box that can double as a media player: a games console. The Wii just got its own iPlayer channel, and there have been efforts to get the Wii to

play media streamed from Macs, such as the open-source *Wii Media Center X* (www.redkawa.com/mediacenters/wiimediacentrux/) and the superior *Wii Transfer* (£12, www.riverfold.com/software/wiitransfer/). However, since videos have to be in FLV format and music in MP3 format (*Wii Transfer* will do the conversions for you, but *Wii Media Center X* won't), this is quite limited. The Wii's maximum output resolution is 480p, too, so this is more of a nice-to-have device rather than a real threat to the Apple TV.

Blu movies

The Playstation 3 has a built in Blu-ray player and web browser with *Flash 9*, so it can play some streamed web video, including the iPlayer but not 4oD. It also supports the Universal Plug and Play AV standard (UPnP AV). This enables media

>> APPLE TV CONNECTIONS / Know your HDMI from your component video



Ethernet

While the Apple TV is Wi-Fi capable, there's also an Ethernet port for wired networks.

HDMI

Used to connect the Apple TV to a wide screen HD TV. It carries both video and audio.

Component video

If your TV doesn't have a HDMI port then use these ports to connect your Apple TV.

Stereo audio

Used in conjunction with component video, these ports carry the audio signal.

TosLink optical audio

An alternative to stereo audio, used with component video.

>> HACKING THE APPLE TV / Boxee and other alternatives

The limitations of the Apple TV meant that ever since it was first released, hackers looked for ways to boost its capabilities. The Apple TV has a USB slot, but it has no official purpose, except as a way for technicians to run diagnostics. However, it's possible to install software onto a USB flash drive and install new programs on it.

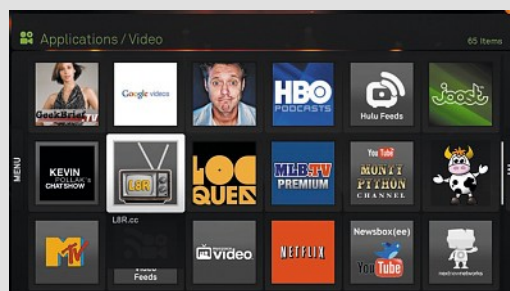
There are two sources of software for hacking the Apple TV: the *atvusb-creator*

page (<http://code.google.com/p/atvusb-creator/>) and *aTV Flash* (www.atvflash.com/). The former is free and will let you create a patch stick that installs SSH utilities for accessing the Apple TV via UNIX on your Mac; it'll also add *XBM*C and *Boxee*, two media centres that let your Apple TV serve additional internet content including iPlayer.

With SSH enabled, you'll then be able to do more

advanced modifications, such as attach an external drive to the Apple TV using the USB slot. *AwkwardTV* (http://wiki.awkwardtv.org/wiki/Main_Page) gives instructions on how to do all of this once your Apple TV has been patched.

aTV Flash costs £30 but is a user-friendly front-end to all of this. Although it doesn't do everything, it does install additional video codecs and an FTP server, so



you can copy content directly to the Apple TV. It adds a host of tools and apps, and all from a simple installer.

Boxee is a great-looking alternative to the Apple TV interface.

streaming from any UPnP AV server on your network, provided it's in a format that the PlayStation can understand. The Mac doesn't support UPnP AV, but with the addition of either *MediaLink* (£12, www.nullriver.com/products/medialink) or *EyeConnect* (£30, <http://tinyurl.com/MFEyeConnect>), you'll be able to sync or stream content to the PS3.

MediaLink is better for the PS3 specifically and it offers *iLife* integration: photos in your *iPhoto Library* show up in the PS3's photo menu, and *iTunes* music appears in the PS3's music menu. For videos, you can designate any Mac folders as being accessible on the PS3.

The PlayStation is an appealing media centre, but it's expensive and isn't as fully featured as the Apple TV or even a Mac mini. Although it finally has a very good video store, which includes 2,000 movies to rent or buy, there are no TV shows and you can't play anything you've bought from the

Apple Store on it. If you have a PlayStation already, of course, then the addition of *MediaLink* is a whole lot cheaper than buying an Apple TV and is probably 'good enough'. But unless you're into games and want to get a Blu-ray player as well, the PS3 isn't worth buying specifically as a media centre.

"The PlayStation is an appealing media centre, but it is expensive and isn't as fully featured"

Surprisingly, the Xbox 360 is the poorest of the consoles as a media centre. It has an online store (<http://social.zune.net/movies>) that streams 1080p movies, but there's not much in it. Out of the box, it doesn't work with a Mac, but with *Connect360* (£12, www.nullriver.com/products/connect360), you

can stream and sync the majority of your media. However, unlike the Wii and the PS3, there's no web browser.

Best of the rest

The Apple TV has set-top box competitors, of course. However, they almost always have a fatal flaw. Netgear's Digital Entertainer Elite (£242, <http://tinyurl.com/MFDigitalElite>) is probably the pick of the bunch. It works with Macs, has USB ports for connecting sources of media, has all the TV outputs you could want, and works with more video and audio formats. It can even access online stores, and can upscale to 1080p. It boasts a 500GB drive that you can upgrade, too.

On paper, it's almost perfect, but some of the features advertised, such as playback of protected *iTunes* files, require a PC. It's also got a horrible, unintuitive interface and is far from easy to configure.

The Apple TV, like the Mac, is designed for everyone to be able to use, easily, and works equally well with Windows and Macs. The new Apple TV 3.0 software is far easier to use, and integrates content from linked computers far more simply. The ability to rent and buy from the *iTunes* Store directly from the Apple TV is the main draw, as is its ability to play content already on your Mac.

If a powerful media centre is what you want, the Apple TV isn't it. But if you want a very good media centre that everyone can use and which matches the Apple aesthetic, the Apple TV is the one for you. ●



New features like Genius Mixes from iTunes 9 are available on your Apple TV.

>> PRICES COMPARED

APPLE TV

(£219)

Features full access to the *iTunes* Store, where you can buy and rent HD movies.



MAC MINI

(£499)

The Mac mini makes a great media centre, but requires more expertise to use and set up - but it's also a Mac!



PLAYSTATION 3

(£249)

The PlayStation 3 features a good movie store that works with a Mac if you buy some additional software.



XBOX 360

(£299)

The most limited of all the consoles as a media centre, the Xbox 360 is designed to work with Windows.



NINTENDO Wii

(£199)

Great for kids and has its very own *iPlayer* channel, but no movies.



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>> PRODUCT FEATURES

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you're out and about.

**>> OVERSEAS SUBSCRIBERS GO TO PAGE 75
FOR FANTASTIC SUBSCRIPTION SAVINGS**

>> DETOX YOUR MAC

Detox your Mac

Mac weighed down by files and apps?
Adam Banks introduces you to the
MacFormat detox diet

Tired? Sluggish? Lost your get-up-and-go? Yes, Mac, we're talking to you! You used to be so fresh and sprightly. But you've been working long hours and not looking after yourself, and now you can't seem to do things as quickly as you used to.

Like the journalist's liver, one organ in the Apple corpus is particularly susceptible to deterioration: the hard disk. While just about everything else inside a computer is an immobile slab of semiconductors, the hard disk is a big box of spinning plates with the mechanical sophistication of a 1985 Austin Maestro.

And it has, like Peter Mandelson, more jobs than it probably ought to. Most of its

time is spent picking up after RAM, catching whatever falls out as apps are flicked between and documents are worked on. Exhausting as it is, this is a mere hobby. Its primary function is to store all your stuff. At this it excels,

providing the kind of wide-open digital spaces that, however many images you shot with your camera, would happily... hang on, it says here it's full!

What's filling up your hard disk and RAM, and distracting the attention of your CPU? How do you find the culprits, and is it safe to remove them? Can you make more room? Step this way for solutions to all these problems, and a lot more besides. >>

>> ON THE DISC



Find many
featured apps
on your disc

DETOX YOUR MAC»



Finding space hogs

Seek out excess baggage and slim down your OS X installation

Your Mac's hard disk has a hard life. Not only is it the permanent repository for all your applications, documents, music and movies, it also houses the operating system that makes everything work, while serving as temporary storage space for whatever you're busy with. Little wonder, then, that when the drive gets clogged, your whole system suffers. The smaller your disk, the more likely you are to have problems – but even big ones can fill up.

The amount of free space available on the current disk is shown by default at the foot of each *Finder* window. As a rule of thumb, you should keep at least 10% of your main hard disk (the 'startup disk') empty so that it can run efficiently. Bear in mind that some of your hard disk is taken up by Mac OS X's virtual memory swap file, where it stores data needed by the currently running apps that won't fit into your Mac's actual memory (RAM). These days, that typically runs to tens of megabytes. So on a Mac with a 250GB drive, say, you can expect to store well under 200GB of your own data before hitting the buffers.

A full hard disk has a number of consequences. If it's really, really full, you'll start seeing messages such

"You should keep at least 10% of your main hard disk empty"

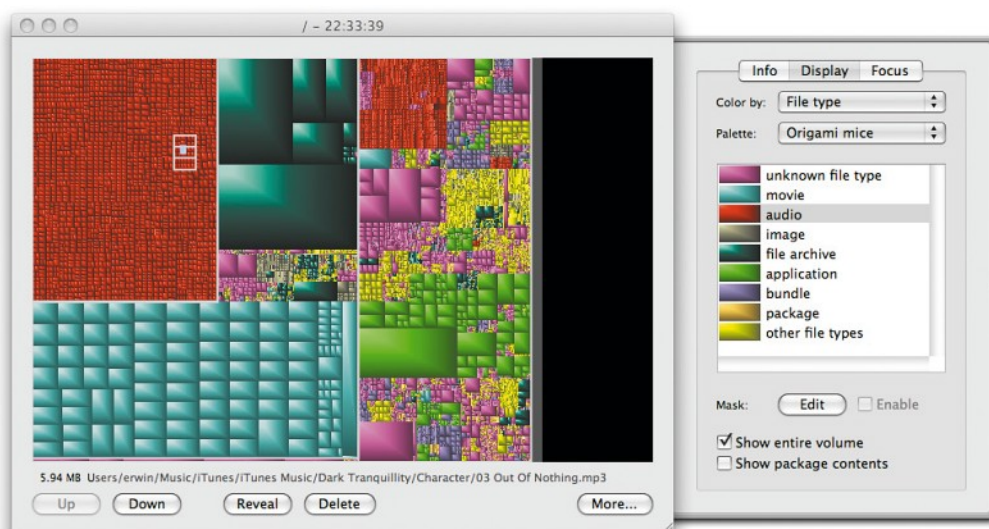
A free alternative to Daisy Disk, GrandPerspective gives an overview of what's taking up space on your disk.

as 'Your startup disk is almost full', or warnings that something can't continue until you make some space. In other cases you may not get an alert, but things you're expecting to happen just don't. This is because apps are trying and failing to store temporary data on the hard disk – which is generally the only place they can put it. A nearly full hard disk also makes it harder to read and write files, and since your Mac is constantly

swapping data between RAM and 'virtual memory' on the disk, that inefficiency can make everything a little bit slower and less responsive.

Space invaders

Clearing out your hard disk begins with working out which files you don't need. It's largely pointless opening each folder in turn and flicking through it for anything that looks unnecessary; you could delete hundreds of files without making any significant impact. The trick is to focus on big files. Chucking out one



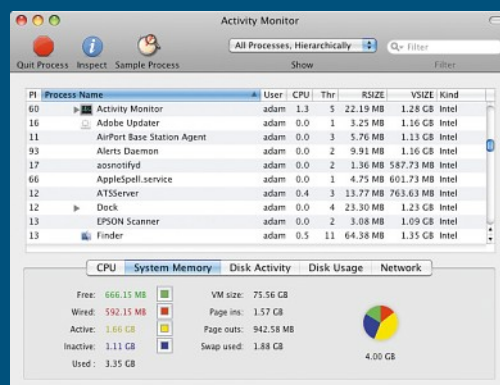
>> HOW TO / Understand virtual memory

If you're new to Macs, you may still be getting used to the fact that you no longer have to worry about virtual memory in OS X, because it's handled so seamlessly.

When you launch an app, your Mac reads the programming code from the application file into memory (RAM), from where it can be executed. In general, the documents you want to work on must also be read into memory; that's why we have the concept of loading files and saving them back to disk. But your Mac only has a

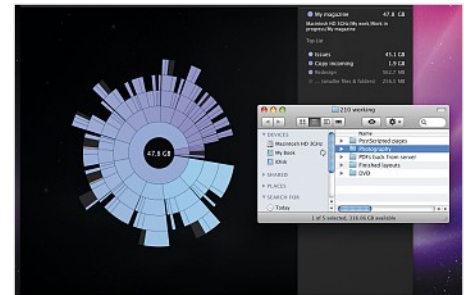
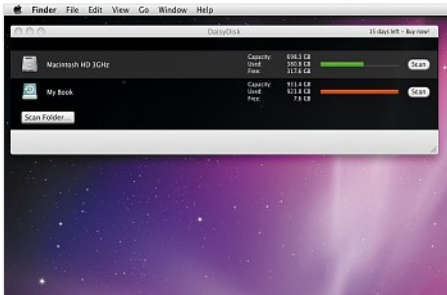
few gigabytes of RAM – too little to hold the apps and documents that most of us are generally using at any given time.

So Mac OS X invisibly 'pages out' the code and data that isn't needed right at this moment, copying it to a special file on the hard disk. When you switch back to an app or file that's been paged out, it gets paged back in – hence the occasional slight delay. *Activity Monitor* shows you the size of the virtual memory swap file. Around 70GB seems to be quite typical.



Keep an eye on your virtual memory in Activity Monitor.

» HOW TO / Assess your files and folders with DaisyDisk



01 Run DaisyDisk

Download and run *DaisyDisk* (or use the fully working 15-day trial that can be found on the cover disc), select your main hard disk and click **Scan**. This can take a few minutes, but you can get on with whatever else you were doing in the meantime.

02 Look at your drive

Working outwards, the chart shows folders, then breaks down their content, through subfolders down to files. It's easy to spot the biggest allocations of space in each circle. Click a folder segment to make its contents the focus of the chart.

03 Locate and delete

When you find a file or folder that you want to get rid of, right-click it in the chart and choose **Show in Finder**; from there you can move or delete it. You can also choose *Preview* to do a **Quick Look** on a file. Repeat this process for any other suspect allocations of space. ●

video clip could save more space than sifting through all the text files you've ever saved.

Use *Spotlight* to find large files wherever they may be lurking. In the *Finder*, press **⌘ + F** for a search window. At the top-left, set the first drop-down menu to **Size** (you may have to go via **Other**) and the second to is **greater than**, then set the size to, say, 50MB. Let *Spotlight* do its work for a minute or two and you'll know which files are taking up substantial space. Click a file within the search window to reveal its location in the status bar below, and press **⌘ + ⌘** if you want to trash it.

Unfortunately, *Spotlight* isn't as helpful as it could be. File sizes aren't listed in the search window, and you can't sort by size; you have to use **⌘ + I** (**Get Info**) on each file to see its details. Annoyingly, searching by size only finds files, not folders, so you may spot a 60MB *Photoshop* file but miss a folder of 60 MB images that are equally redundant.

For a more complete picture, there are third-party utilities. *GrandPerspective*, free to download from <http://grandperspective.sourceforge.net>, uses colour coding to reveal what kinds of files are hogging your hard disk, as does *Disk Inventory X* (www.derlien.com). More informative is *WhatSizefrom*, which costs \$12.99 (just under £8) from www.id-design.com/software/whatsize but has a free demo version to try on folders up to 20GB. *DaisyDisk* (www.daisydisk



Ditch the linguistics for a leaner, if less cosmopolitan, Mac.

app.com) is pricier at \$19.95 (about £12) but free to try for 15 days.

Need to know

When hunting for deletable files, watch out for large anonymous-looking files that you may not recognise but do, in fact, need. A classic example is if you use the *Entourage* email client that comes with *Microsoft Office*. And, as if to illustrate the proverb about eggs and baskets, it stores all your messages in a single file, called

Database. This lives in **~/Documents/Microsoft User Data/Office 2008 Identities/Main Identity**, and can get rather unwieldy: one of ours currently stands at 14GB. Obviously you can't just delete this, but you can hold the **⌘** key while starting *Entourage* and take the option to compress your database.

Among the more expendable data likely to be lurking are the disk images (DMGs) that you download to install new applications. Once you've installed the app, you don't need the disk image any more. It's only your registration details that you really need to keep. So you might want to do a *Spotlight* search for **.dmg** and bin what you find.

Mac OS X itself comes with various files that may not be relevant to you, and as long as you're careful you can get rid of some of these. For example, in **/Library/Printers** you'll find folders full of printer drivers and help files for all the major manufacturers. You can always get the software for a new printer from the manufacturer's website or the driver CD.

Another sizeable chunk is taken up by files for the many different languages that the Mac OS supports. You can safely delete the ones you don't use with *Monolingual* (<http://monolingual.sourceforge.net>). Similar options are available within utilities such as *WhatSize*. »

"Once you've installed an app, you don't need the disk image"

Trimming the fat

Cut out what you don't need, consolidate what you do

The first rule of deleting unwanted files is not to delete them until you're quite sure they're unwanted. It's all too easy to get carried away and bin everything that takes up more than 5K and doesn't immediately strike you as essential. This is a recipe for calamity.

Of course, the Mac has its own way of saving you from yourself, known as the Trash. Remember that trashing a file – whether by dragging it to the Trash, right-clicking it and choosing **Move to Trash**, or selecting it and pressing **⌘ + ⌫** – doesn't actually erase it: open the Trash and it's still there, until you hold the mouse button down on the Trash icon and choose **Empty Trash**, at which point everything within it is erased from the disk forever. It's only then that, having binned a number of unwanted files, you'll see an increase in available disk space. This makes it tempting to empty the Trash immediately after dragging a file to it to check the effect on your disk usage, but resist this if you can: the longer you leave deleted files in limbo, the better the chance of realising before it's too late if you still need them.

But maybe your hard disk is full of files that you do still need. In that case, rather than erasing them you just need to move them. The best place for them to go is usually an external hard disk. These are quite affordable, starting at around £75 for 500GB, and work at pretty much the same speed as your main hard disk, so there's no disadvantage in using them even to store files you use regularly. Simply plug the drive in, drag all the files across that you want to store on it, wait for the copy to complete, then delete them from your main hard disk –



>> HOW TO / Add or replace a hard disk

Adding an external hard disk is often as simple as plugging it in. Depending on the interfaces supported by your Mac, FireWire 800 is fastest, followed by USB 2.0 and FireWire 400. The specification of the drive also determines its speed: the only way to be sure is to read reviews (see our group test in issue 215).

If an external isn't convenient, or you want a bigger startup drive, you'll need an internal upgrade. This is fairly simple with a Mac Pro or earlier towers. But iMacs, MacBooks and minis have no room for extra drives, and replacing the hard disk is a fiddly job, though doable. Instructions are on Apple's website: search for your model and 'hard drive replacement' at <http://support.apple.com>. There's also a good



Changing the hard disk in your MacBook is fiddly but not impossible.

guide at www.mactruct.com/node/130. The biggest hassle is backing up and restoring all your data, for which you'll need an external drive and a backup/recovery utility such as *SuperDuper!* (www.shirt-pocket.com/SuperDuper).

You don't have to buy official parts for Macs. You need a 2.5-inch SATA drive for portable and all-in-one Macs, and a 3.5-inch SATA for towers. Check compatibility with the supplier before you buy.

Getting an external hard disk is one way to free up space.

and remember to empty the Trash. Just don't try moving applications or system files across, as these need to live on your startup disk. To move your iTunes Library, follow the instructions at <https://support.apple.com/kb/HT1449>.

If you use the *Time Machine* backup system (included with Mac OS X 10.5 Leopard and higher), it's best to avoid storing other files on the drive you use for *Time Machine*, partly because they won't get backed up and partly because there's no way to tell *Time Machine* how much of the drive to leave free, so you'll end up fighting with it for space. But *Time Machine* will

coexist quite happily with another external drive and keep its contents backed up, as long as your *Time Machine* drive isn't significantly smaller than the total of your other drives.

Alternative storage

"Time Machine will coexist with another external drive"

With a MacBook, keeping an external hard disk attached isn't so practical, although some neat portable models are available. But you might still be able to identify sets of files that you don't need every day, such as a collection of your previous work, and move these to a desktop drive – or to another Mac with a roomier hard disk – from which you can access them when needed.

Files that you only rarely need, or are keeping because you're obliged to but will probably never use, could be moved to DVD instead; spending a few minutes burning 4.5GB of data is worth it to free up 4.5GB of disk space.

Another option is online storage. The easiest way is to use your iDisk, if you subscribe to Apple's MobileMe; since this is constantly accessible in the *Finder*, you can copy files to and from it at will – though watch out not only for the 20GB storage limit, but also, if you'll use these files a lot, the 200GB/month data transfer cap; you can double these for an extra £30 a year.

Alternatively, if you have some server space, perhaps from your broadband ISP or as part of a web hosting plan, you should be able to access it via FTP, either by pressing (⌘ + K) in the *Finder* and typing an address beginning **ftp://** or using an FTP utility such as *Transmit 3* (\$29.95, about £18, from www.panic.com/transmit, or free to try). You'll need the appropriate username and password from your service provider.

On most broadband connections, uploading your files will be fairly slow work, but you can then download them when needed at the full speed of your connection, so it can be reasonably convenient – and of course you can access this data from different Macs and locations too.

When archiving files – that is, copying them to other media and then deleting them from your Mac – always remember you're not 'making a backup'. A backup is a second copy. If that data is really important to you, make two copies, in



Utilities such as the free **OnyX** can find and remove unnecessary cached files on your Mac.

different places, before you choose to trash the original files.

Invisible enemies

Aside from the files that you can see are taking up space on your hard disk, you might wonder about files that you can't see. There certainly are plenty of these around on your Mac, including system caches, which automatically store regularly used data to help make Mac OS X and your applications run more efficiently. Various utility programs offer to 'clean' your caches, including *OnyX* (www.titanium.free.fr) and *Cocktail* (\$14.95, or £9, from www.maintain.se/

cocktail). This may help to avoid caches becoming bloated over time.

Don't assume, however, that deleting caches will necessarily serve the purpose of freeing up disk space and streamlining your Mac. Caches aren't a bad thing; the system uses them to improve performance, and in any case, if you delete them, they'll simply be recreated next time you restart your Mac or switch user accounts. So cache cleaning isn't a panacea, and it's generally fair to say that if Mac OS X is hiding something from you, you should probably take the hint and leave it alone, unless you have reason to believe it's causing a problem. >>

"Don't assume that deleting caches will streamline your Mac"

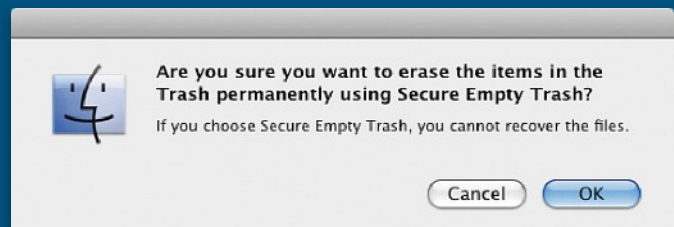
>> HOW TO / Take out the Trash

Until you empty the Trash, the files you put in it aren't altered in any way; they're just moved from their original location to the Trash folder. You can open this by clicking the Trash icon. From here you can manually drag files back out.

When you click and hold the Trash icon and select **Empty Trash**, the files are deleted, but only in the sense that they're no longer listed in the hard disk's directory. The actual data is still in existence until it happens to get

overwritten by new files. If you need to erase certain files permanently, such as confidential documents, put them in the Trash and then, from the *Finder* menu, choose **Secure Empty Trash**.

This method of deletion can take a few minutes, because it overwrites the data seven times, in accordance with US Department of Defense standards. If needed, you can cancel its progress by clicking the cross icon in the progress box; it'll take a few clicks.



Securely emptying the Trash means your data is obliterated forever.

Snow Leopard adds a new Trash feature: when you right-click an item in the Trash, you can choose **Put Back** to return it to the folder

where it used to be. This resurrects the **Put Away** feature from OS 9, and makes it much easier to restore accidentally deleted files.

Uninstalling programs

Reclaim disk space, one application at a time

Removing applications from your Mac won't usually have any direct effect on its performance or reliability, because apps don't do anything until you run them. But there are a few exceptions, and deleting large applications can certainly free up some disk space. In most cases, it's easy to get rid of an app you don't need any more. Just drag its icon from the Applications folder to the Trash. Goodbye, app. (Dragging the icon off the Dock, on the other hand, doesn't delete anything; it just means the icon won't appear here in future, except while the app is running.)

There are a couple of reasons for us to look at uninstalling in a bit more detail, though. One is for the benefit of anyone who's switched to the Mac from Windows. There's a good reason why Windows comes with an uninstall utility in its control panel. When you install a Windows app, not only does it add several kinds of files in different places, it also updates the Windows Registry – essentially a big list of all the stuff that's installed on your PC.

“Mac OS X has no Registry, and handles apps with less hassle”

The Registry is notoriously prone to getting so messed up that your system grinds to a halt. Even when you correctly use Add/Remove Programs to manage your apps, rather than trying to install or erase them manually, things can still go wrong – and over time they almost invariably do.

Mac OS X has no Registry to worry about, and handles apps

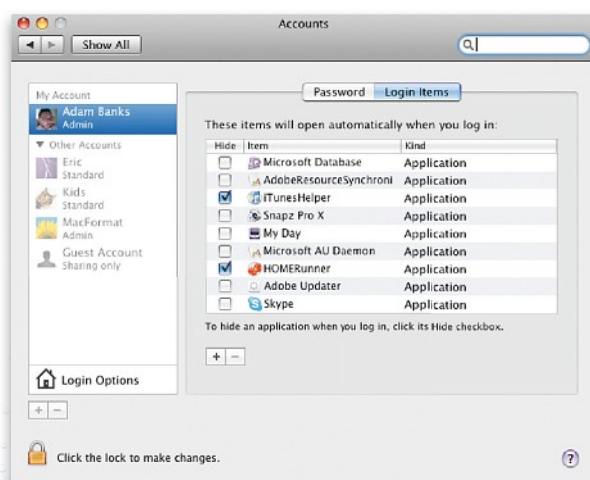
When chucking out an old version of a major app, check that you don't have third-party add-ons that need carrying over.

with a lot less hassle. Even so, deleting an app's main file (which, as we'll see, isn't exactly a file at all) doesn't always remove it and its effects from your Mac.

Package deal

When you open the Applications folder and find the icon that you'd double-click to run a particular app, what you're seeing is a 'package' (also known as a 'bundle') that looks like one file but in fact contains several. Its Kind is listed as **Application**, and if you hit **⌘+I** to Get info you'll see its file extension app. In many cases, everything the app needs can be stored within this package, which is nice and neat. All the Apple *iLife* apps work this way.

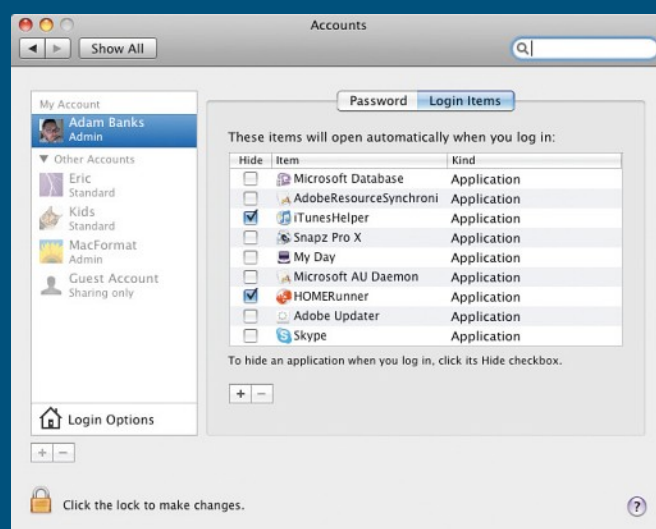
To see what's inside the bundle, right-click it (or **⌘-click** with a single-button mouse) and choose **Show Package Contents**. You'll first see, tautologically, a folder labelled **Contents**. Within this are various subfolders, such as **Frameworks** and **MacOS**. Open these in turn, and



>> HOW TO / Find background tools

There are various utility programs that may run in the background under Mac OS X, some of them installed along with applications. It's wise to remove these when uninstalling the associated app, because if left intact they can affect performance and even cause crashes, especially if you've removed related items that they're expecting to find on your Mac. One culprit here is *Microsoft Office*, with tools such as *Office Reminders*, *My Day* and *Microsoft Sync Services*. Fortunately, these are all installed within the **Microsoft Office 2008** folder; trashing it gets rid of them.

To check which programs are being launched automatically every time you start your Mac or log in to your user account, go to System Preferences > Accounts, make sure your own account is selected and click the **Login Items** tab on the right. You can select any of these that you don't want to load automatically in future and click the minus button to remove them from the list. Note the check box on the left doesn't determine whether or not a program runs, but if it makes itself visible (if not, it'll still show up in *Activity Monitor*). It pays to check your **Login Items** now and again.



Programs in the Login Items list are launched every time your Mac starts.

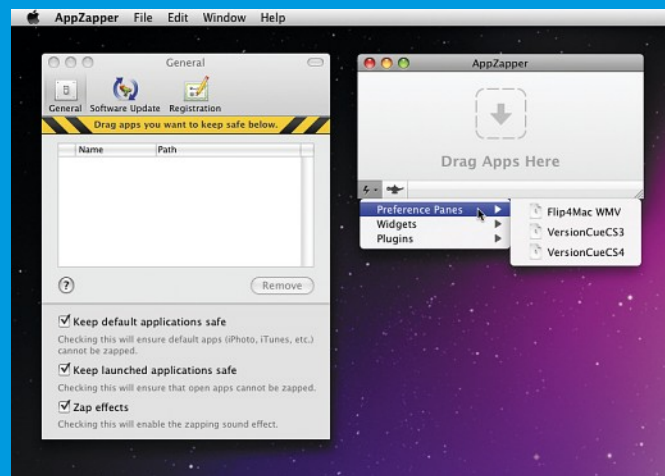
» HOW TO / Sweep up the pieces

While all Windows programs come with an uninstaller, most Mac apps don't, simply because it isn't necessary. *Adobe Acrobat Pro* is among those that do, reflecting the fact that the app comes with extras like printer drivers. Try doing a *Spotlight* search for 'uninstall' to see if any of your other apps have their own self-destruct files. For those without, you can try re-running the installer on the app's original disc or disk image: it may give you the option of removing elements or the whole app.

There are also third-party uninstallers that will try to identify

all the files related to an app and remove them. A popular example is *AppZapper* (www.appzapper.com), which is free for five uses and \$12.95 (just under £8) for more.

Otherwise, after looking in the places mentioned, use *Spotlight* to search for the app's name and then for the manufacturer's name, which should reveal any stray bits and bobs. If you have other apps from the same maker, be careful not to delete shared resources. When in doubt, leave files intact: in almost all cases, the worst that will happen is that they sit there taking up a few kilobytes of disk space.

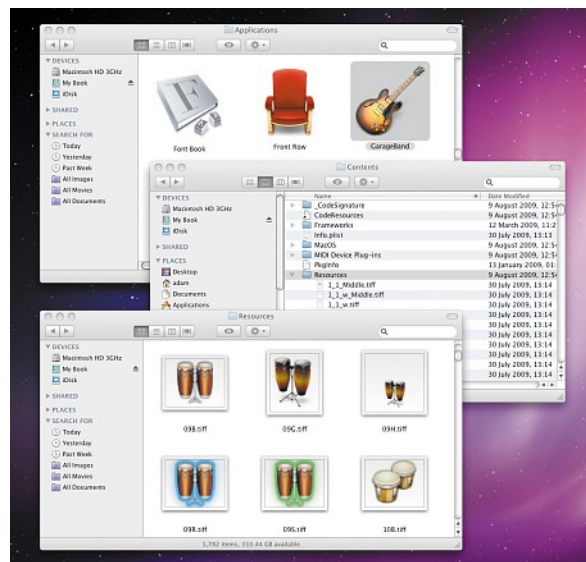


AppZapper finds and removes apps' obscure files and system components.

you'll see a whole load of stuff that probably means absolutely nothing to you. But you get the idea. It's fun to have a look in *Resources*, because it houses a lot of the icons and user interface graphics used within the app. You can open these in *Preview* or *Photoshop*, and you could even customise the app by editing them, but this isn't quite as straightforward as it looks (icons are accompanied by masks, for example, that need editing to match).

As far as uninstalling is concerned, dragging the application to the Trash will delete all of these bits and pieces. Some apps, however, come with additional resources – such as plug-in folders and PDF user guides – that won't go inside a package. These are generally contained in an ordinary folder along with the .app. For example, *Adobe Photoshop CS4* lives in a folder called *Adobe Photoshop CS4*. To delete such apps, you need to drag the whole folder to the Trash.

Check first that it doesn't contain anything you might want to keep. If you're removing the app because you've installed a new version, you may be able to transfer plug-ins, custom settings and so on. This is usually just a matter of copying them to the same-named subfolder within the new app's folder. It's worth checking on the maker's website whether existing plug-ins will be compatible with the new version, and for obvious reasons you should take care not to replace new plug-ins with older ones. Always run your new app 'clean' before transferring any existing plug-ins



Each .app file is a package of multiple files. Right-click to peak inside.

or settings, so you'll know what's to blame if it crashes or behaves oddly after you add them. If it does, remove them all, perhaps to a new folder somewhere else on your Mac, and add them back one at a time, quitting and relaunching the app, to identify what's causing the problem.

Similarly, if you're deleting a game from an old Mac because you're now using it on a new one, you may want to copy across your saved games. In any event, it's wise to leave the Trash unemptied for a little while after binning an app, so that if you discover you're missing something you can rescue it. (Regular

Time Machine users will have this ability regardless, of course.)

Bits and bobs

Beyond the files in their packages and folders, most apps also store a couple of other data files on your Mac. Preference files, with the extension .plist, live in */Library/Preferences*, or the equivalent inside your home folder (check both), and contain user settings. It's usually pretty obvious which preference files belong to which app, but if that's too fiddly for your liking, *AppTrap* – free from <http://onnati.net/appttrap> – is a utility that automatically offers to remove the appropriate preference files whenever you trash an app. Then again, these files are usually tiny and carry practically no risk of causing errors, so arguably you might as well leave them alone.

Some apps have additional support files that may be much heavier. These generally live in */Library/Application Support*, or the equivalent inside your home folder, and may be named after either the app or its maker. Think twice before deleting items that may be used by more than one app. Finding all the related files for a given app may take a bit of lateral thinking: *GarageBand*, for example, keeps around 250MB of audio samples in */Library/Audio/Apple Loops/Apple/Apple Loops* – so they're well worth removing if music-making isn't your thing.

"Most apps also store a couple of other data files on your Mac"

Speeding up your Mac

Kill memory leeches, discover hidden processes and more

You've chucked out the excess baggage from your Mac, but to get it moving as fast as possible you may also need to scrape off some barnacles. While it's good to prevent unnecessary files filling up your hard disk, the contents of your Mac's memory will have a more direct impact on performance and reliability.

Mac OS X comes with a tool to reveal what's going on in your system memory moment by moment. It's called *Activity Monitor*, and is found in *Utilities* within your *Applications* folder. Run it and, in the drop-down menu at the top, choose **All Processes**. This way you'll see everything that's running, as opposed to **My Processes**, which only covers what belongs to your user account. In the listing below, under **Process Name**, you'll see all the applications that are currently running, with their familiar icons. Along with these will be lots of other stuff you don't recognise at all. Much of it will be integral to the operating system, but you may be able to spot non-essential OS X and third-party processes that you can do without.

The first column to look at is CPU: this shows how much of your Mac's processor time is being taken up, right now, by each process. (Click the **CPU** tab at the bottom to see the total that remains 'idle' - in effect, the processing capacity available for the next thing you try to do.) Anything above zero is worth looking at. For example, you're quite likely to find that your favourite web browser is merrily eating up processor cycles, to the tune of 10% or more, even when you're not using it. You can free up this processing power just by closing the browser windows you've left open.

When an app is running but not currently doing anything, it should normally use no processing power; it's the exceptions you're looking for. Besides the apps you've deliberately launched, CPU time may also be taken up by programs that load by default whenever you start your Mac: check your *Login Items* (in *System Preferences* >

>> HOW TO / Watch your widgets

Of all the processes you might have running in the background, the most obvious - so obvious you might not think of it - is Mac OS X's *Dashboard*. Could disabling *Dashboard* speed up your Mac? Some people certainly think so. There's no official way to do it, but you can turn it off using *Terminal* commands, as described at <http://tinyurl.com/osxdashoff>, or use a script that does the same thing for you, available from www.natal.be. Alternatively, you could tick the option in *OrnyX* or *Cocktail* to deactivate *Dashboard*.

We're sceptical, though. If you look in *Activity Monitor* (you can still see it behind your widgets while *Dashboard* is active), you'll find **Dashboard Client** normally uses zero CPU time until you activate it, meaning it's not

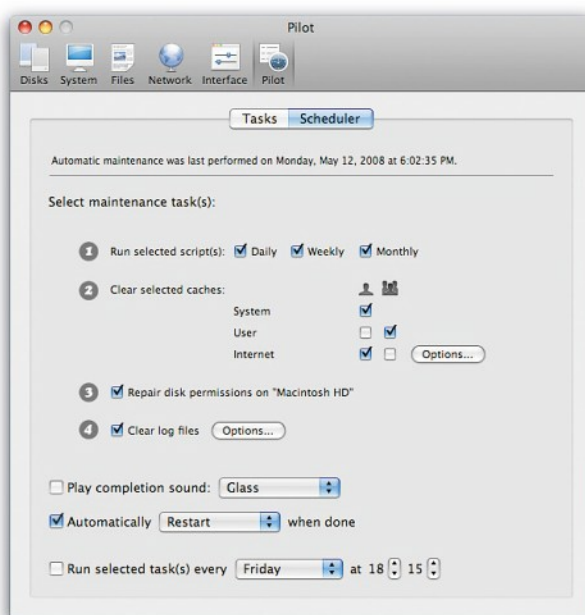


Mac OS X's Dashboard can be very useful; it isn't a resource hog either.

distracting your Mac's processor from other tasks. And it normally takes up only a couple of dozen megabytes of RAM, which on most Macs is insignificant.

So we reckon *Dashboard* may as well stay. If you've installed a

lot of fancy *Dashboard* widgets, though, it's worth tracking them down in *Activity Monitor* and seeing how much memory and CPU time they're actually demanding, since some can be worse than others.



System utilities such as Cocktail (shown here) aim to regularly clear up any clutter that Mac OS X applications leave behind.

Accounts, as mentioned earlier) and compare the names against the active processes. Some items won't show a Dock icon or any other visible indication that they exist, which is why *Activity Monitor* is so useful for spotting them.

Identity parade

How can you tell what the more obscure processes are and whether they're essential? If you don't recognise an item's name, do a Google search for it - you'll very often find out what it is. Some processes belong to apps: for example, *Adobe Creative Suite* apps use something called *FNPLicensingServ* to manage their licensing. It's easier to identify these processes if you set *Activity Monitor's* listing to **All Processes**, **Hierarchically**, so each process appears below its parent. Don't interfere with a process that belongs to an app, or you'll probably crash the app.

>> HOW TO / Interpret Activity Monitor

Process ID	Process Name	User	CPU
187	Photoshop	adam	88.7
1295	Twitterrific	adam	7.8
30	update	root	2.2
1617	Activity Monitor	adam	1.0
76	WindowServer	_windowserver	1.0
1618	pmTool	root	0.9
0	kernel_task	root	0.8
161	Microsoft Entourage	adam	0.4
1639	screencapture	adam	0.3
124	ATSServer	adam	0.1
180	Microsoft Word	adam	0.1
156	Snazzy Pro X	adam	0.0
1592	Microsoft Excel	adam	0.0

Process ID	Process Name	User	CPU	# Threads
105	launchd	adam	0.0	3
1637	Activity Monitor	adam	1.4	5
1618	pmTool	root	1.0	1
161	Adobe Updater	adam	0.0	1
112	AirPort Base Station Agent	adam	0.0	1
103	Alerts Daemon	adam	0.0	2
164	assortedd	adam	0.0	2
1342	AppleSpellService	adam	0.0	1
124	ATSServer	adam	0.0	2
125	Duck	adam	0.0	4
454	DashboardClient	adam	0.0	6
136	EPSON Scanner	adam	0.0	2
129	Finder	adam	0.2	8
1239	Firefox	adam	0.0	9
1527	Firewall	adam	0.0	1
109	Folder Actions Dispatcher	adam	0.0	1

Name	Memory	Virtual
Statistical	4.45 MB	17.52 MB
iTunes	2.34 MB	2.29 MB
iTunes Helper	18.33 MB	23.38 MB
Microsoft All D	0.0	0.0
Microsoft Exchange	0.0	4
Microsoft Excel	0.0	4
Microsoft PowerPoint	0.0	5
Microsoft Word	0.1	6
pbboard	0.0	1
Photoshop	0.5	20
AdobeCrashDaemon	0.0	1
PNPLicensingServ	0.0	2
Picasa	81.5	13
Preview	0.0	1
Safari	0.0	10

01 Monitoring activity

For a quick overview of what's taxing your processor, choose **All Processes** at the top-right of *Activity Monitor*'s window and click the **CPU** heading to sort by this column. Here, in our example, *Photoshop* is busy applying a fancy filter and eating up processor cycles.

02 In-depth analysis

To analyse what's running, switch to **All Processes**, **Hierarchically** and click the **Process Name** heading. Use the disclosure triangles to reveal the processes belonging to each app. In the **System Memory** tab, the pie chart shows RAM usage.

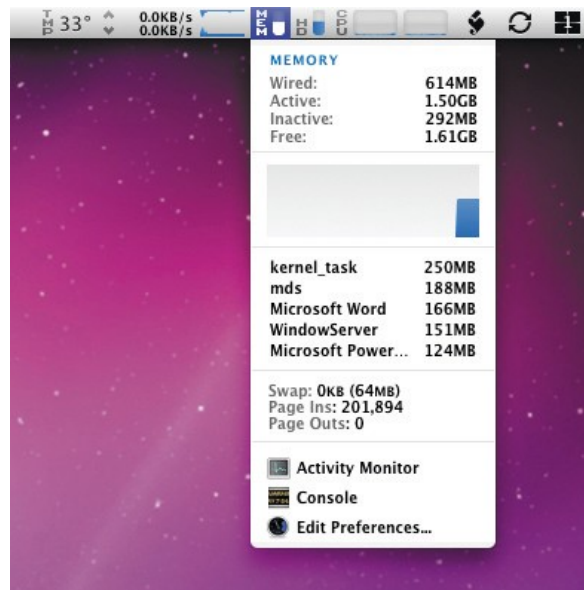
03 Processor hogs

If a process is hogging CPU and/or memory and you don't need it to do what it's doing, or you suspect it's hanged (it'll appear in red if Mac OS X thinks it's crashed, but it's not infallible), click **Quit Process**. First try **Quit**, then if necessary **Force Quit**.

Having identified a process you want to kill, just click it and click the **Quit Process** icon at the top-left, then choose **Quit**, and if that fails, **Force Quit**. It makes sense to force quit any process that's highlighted in red, because it's stopped responding – crashed, in plain English – and is using memory and processor time to no purpose. First, though, go to **View > Send Signal to Process** and try **Interrupt** – this just might jolt an app out of its stupor. When any process fails to quit on request, send a **Hangup** or **Kill** signal in the same way to make it stop. If that still doesn't work, note its **PID** (on the left), then run *Terminal* (found in **/Applications/Utilities**) and type **kill** followed by the **PID**. Press **⌘**. Remember, these are last resorts: try quitting apps normally first to avoid losing any work.

Note that you can click any of the headings in *Activity Monitor*'s table to sort by that criterion. Sorting by CPU usage may not work because the figures change too fast; it may help to select **View > Update Frequency > Less often**. Sorting by process ID can be useful because higher numbers are allocated to more recently started processes, so if your Mac has just begun to crawl you know which are the likely suspects.

Also note the **Kind** heading at the far right. If you have an Intel Mac, any app that shows anything but 'Intel' in this column is an old PowerPC program relying on Mac OS X's Rosetta emulation



iStat Menus is a free utility that gives you Activity Monitor-like info, and more, in the corner of your screen.

technology. That will tend to use more memory and CPU time. If there's a native Intel version available, consider upgrading.

At the foot of the *Activity Monitor* window, the **System Memory** tab is worth a look. As we saw earlier, **VM size** is the amount of hard disk space currently reserved for virtual memory, which may be gulp-inducingly large. **Active** plus **Inactive** represents the data that your Mac is juggling between RAM and

virtual memory to keep everything running, while **Wired** is the core data that has to be stored in RAM to keep the current apps running. The pie chart on the right represents your RAM; ideally, there should be plenty of blue and green as well as red and yellow. If it's very red, think about installing more RAM (or running fewer apps at once).

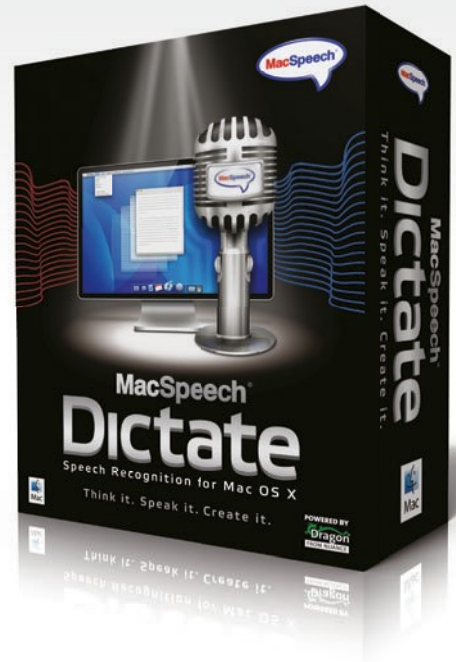
Keeping fit

Activity Monitor is a bit unwieldy as an at-a-glance indicator of performance, but a very good third-party tool for that purpose is *iStat Menus*, free from www.islayer.com/apps/istatmenus. This shows CPU, disk and memory indicators in your main menu bar that reveal more detail with one click, letting you keep an eye on your system at all times.

Finally, utilities such as *OnyX* and *Cocktail* promise performance improvements by decluttering various aspects of your system. They're worth a try, as long as you note the possible consequences of each action. Many users swear by them, and they can come in handy to troubleshoot niggles or spring-clean your system when it feels sluggish, but we're not convinced you need to use them regularly. After all, Macs are designed to run smoothly by themselves, and most of the time that's exactly what they do.

"How can you tell what the more obscure processes are?"

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"Get up close and personal with Ken Burns in iMovie"

OUR EASY GUIDE TO PAN AND ZOOM P46

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How to...

● PHOTOS ● MOVIES ● MUSIC ● OFFICE ● SYSTEM



Christopher Phin
Deputy Editor

Apple's new Magic Mouse may be stuffed to the gills (for the purposes of this opening sentence, mice have gills, OK?) with impressive modern technology, but for many the most exciting advance was the abandoning of the Mighty Mouse's divisive nipple. (Yes, we've introduced nipples into the equation as well as gills. Biologically dubious to say the least, but work with me on this one, please.)

The problem with the Mighty Mouse's tiny scroll ball was that it was all too easy for it to get gunged up and stop working.

But if you're thinking of buying a new Magic Mouse just because your Mighty Mouse is a bit stuttery, we've just saved you £55 - turn to p60 for a tutorial on how to give it a thorough valet.

And there's loads more too. Resident iMovie guru Steve Paris gets to grips (in a strictly platonic way) with Ken Burns, we've got an everything-you-always-wanted-to-know-about-RSS-but-were-too-afraid-to-ask feature, iPhoto's Retouch tool is explained, and Rod Lawton gets some perspective on wide-angle distortion. It's another packed issue!



» DID YOU KNOW?

If you have lots of apps set to launch automatically when you log in, but want the option of suppressing them, hold down **⇧** when you click the **Log In** button.



»»BEFORE

Trying to fit the entire object into the frame will often cause problems with the perspective in the shot, as seen here.

The corrected image. There are many ways to sort out perspective in Photoshop.

Correct perspective distortion

We show you how to correct perspective in your images using Photoshop

»»KEY INFO



DIFFICULTY:
Beginner



TIME NEEDED:
15 minutes

WHAT YOU'LL NEED:
Photoshop or Elements

Converging verticals (also called keystone distortion) happen whenever you have to tilt the camera upwards to fit the whole of your subject in the frame. It's often blamed on wide-angle lenses, but it's not really their fault - they simply let you shoot from a shorter distance, meaning you tilt the camera more.

There are ways of correcting this when you shoot. The simplest is to move further away so you can get the whole building in with the camera-held level, but there isn't always room for this, so you have to find something in the foreground to make the composition work.

Usually, then, you need to rely on *Elements* or *Photoshop* to fix your converging verticals on the

computer, but there's more than one way to do it, so which is best?

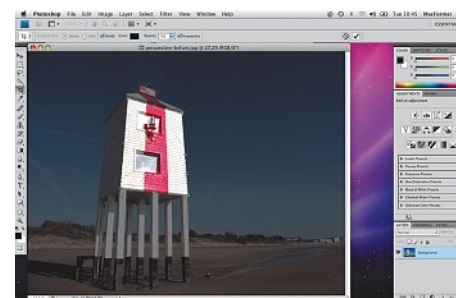
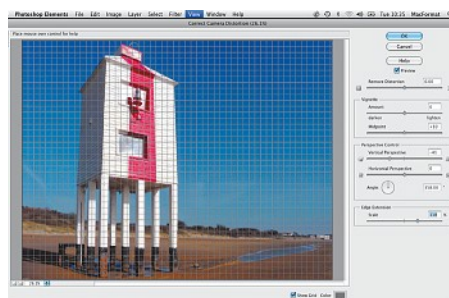
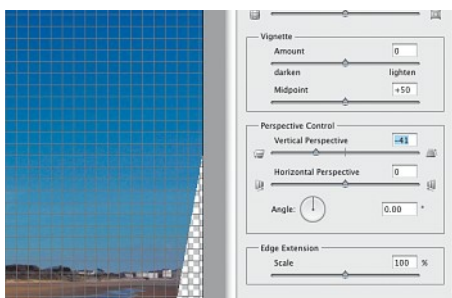
Our walkthrough demonstrates the *Lens/Camera Correction* filter, which is designed purposely for this job, but does have some weaknesses. We also show how *Photoshop's* perspective cropping works, which is sometimes useful but sometimes wildly inaccurate. Lastly, we demonstrate the simplest option of all - the *Transform* tool.

"Converging verticals happen whenever you tilt the camera upwards to fit your subject in the frame"

For this job it's the best choice, because it doesn't leave you with blank areas to fill (unlike the *Lens/Camera Correction* tool) and it shows you what you're going to get before you commit to it (unlike *Photoshop's* perspective cropping). The *Transform* tool also has other advantages; move the mouse pointer to outside the marquee and you can drag and rotate the marquee to fix images that aren't straight. Dragging on the corner handles without the  key pressed will scale the image up and down (hold down the  key to keep proportions). And when you've applied the transformation, drag the centre of the image to move it around to fit the image canvas.

Rob Lawton

» HOW TO / Correct perspective in Photoshop



01 Correct Camera Distortion

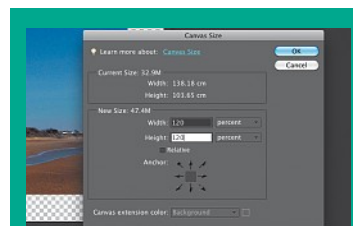
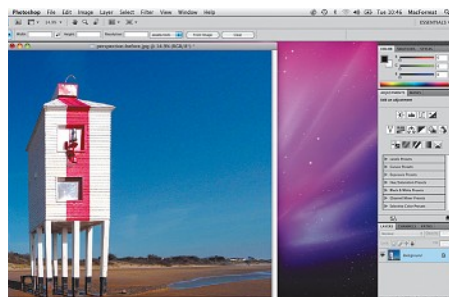
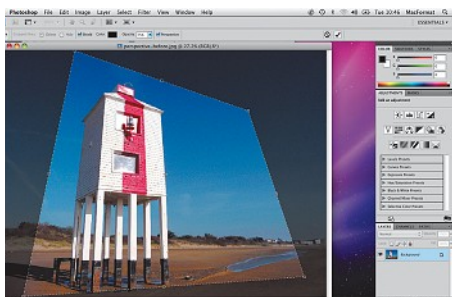
Elements' Correct Camera Distortion tool is a good place to start with perspective corrections (in *Photoshop* this is the **Lens Correction** filter). In the **Perspective Control** section there's a **Vertical Perspective** slider that needs to be moved to the left.

02 Correct Lens Correction!

This tool creates as many problems as it fixes. In Step 1 the transformation originates from the centre, leaving a blank area at the bottom and sides. Fix this by increasing the **Image Scale**. The change has shown that the image needs a slight **Angle** adjustment too.

03 Perspective cropping

Photoshop corrects perspective using the **Crop** tool. Pick something within the image you know should be rectangular, draw a crop marquee around it, check the **Perspective** box on the **Options** bar, then drag the crop marquee handles to line up with the corners.



04 Expanding the marquee

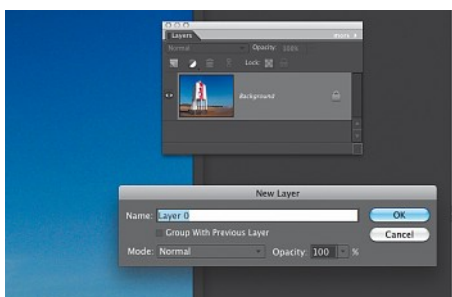
To straighten a sign or a sheet of paper, you could stop there. Here, though, we want to see more of the scene. Drag the edge handles (not the corner handles) to increase the size of the crop marquee. This increases the crop area, but retains the geometry of the initial marquee.

05 Crop problems

Perspective cropping is a nice idea, but it doesn't always work so well (see above). There are three issues: you've got to find an object that is genuinely rectangular; you have to be extremely precise with the crop area; and the bigger the correction, the wilder the distortions.

» QUICK TIP

In our example, the top of the lighthouse comes close to being chopped off when we make our correction. To get around problems like this, enlarge the image canvas before you start. You don't need to add much - 20% is fine in this instance. When you've finished, crop off any unused areas of canvas.



06 Using the Transform tool

This third method works the same way in both *Elements* and *Photoshop*. It uses the **Transform** tool, but since this can only be applied to full layers and not background layers, the first step is to double-click the layer to 'promote' it (the default layer name is fine).

07 -drag the handles

Use the **Zoom** tool to shrink the image, then increase the window size. Hold down the **⌘** key and drag one of the top corner handles outwards and upwards. This skews the image to one side, so it needs to be corrected with a similar adjustment on the other side.

08 Scaling and dragging

Judge how much you need to move the corner handles by eye. Drag them up as well as out to restore the full height of the object (otherwise it stays foreshortened). By adjusting these handles you can fix any skew or slant at the same time. Hit **⌘** or the tick icon to finish.



Touch up photos in iPhoto

iPhoto '09's Retouch tool can remove spots and scratches in an instant

>>KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:

iPhoto (£69, part of iLife '09,
<http://store.apple.com/uk>)

Dust, hairs and scratches can be a big problem when scanning in old photos, especially slides and negatives. But it doesn't go away when you swap to digital, as our example shows. It's a macro shot of a small gold necklace that picks out every tiny dust spot, fibre and imperfection. And some of these look tricky to fix because they lie across sharp edges in the metalwork or in the reflections on its surface. And that's not all. The background is from a printed catalogue cover that, at these magnifications, shows a clearly defined dot pattern. It would normally be difficult to repair creases and marks in a surface like this without blurring its texture.

The traditional approach would be some careful cloning in an image-editor, but this requires skill, patience and the ability to select the right clone 'source' for the repairs. But this is *iPhoto*, not *Photoshop*. *iPhoto* is not a fully fledged image-editor and its tools are designed for quick simple fixes by amateurs, not professional retouching.

So will the **Retouch** tool in *iPhoto* '09 be able to handle a tricky subject

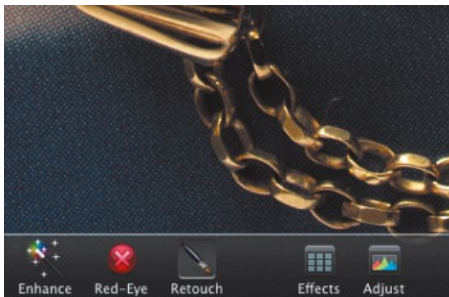
"The traditional approach is to clone in an image-editor, but this requires much skill and patience"

like this? It's straightforward to use and chooses the source pixels automatically. All you have to do is dab or brush away those imperfections. According to Apple it can detect edges automatically, thereby preserving outlines.

But Apple's information about the **Retouch** tool and its use is scanty, and it's not always easy to get good results. Our walkthrough offers some tips, then, for getting the best from it. It may not be very clear just what the **Retouch** tool does and how it's doing it, but by modifying your technique and approaching the problem in the right way, it's possible to increase your chances of getting some excellent results.

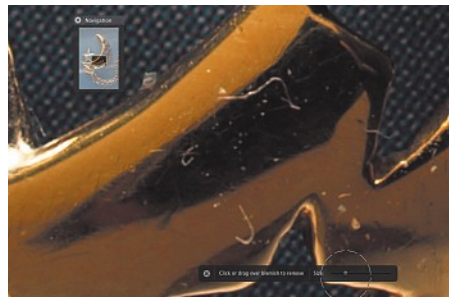
Rod Lawton

» HOW TO / Use the Retouch tool to clean up images



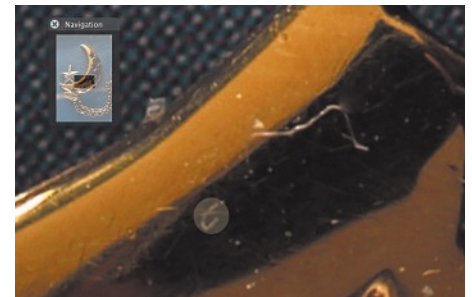
01 The Retouch tool

The **Retouch** tool is available in *iPhoto's* Edit mode, either in the main window or Full Screen mode. We've used Full Screen for an uninterrupted view of the image. **Retouch** is in the toolbar, which appears when you move the mouse pointer to the bottom of the screen.



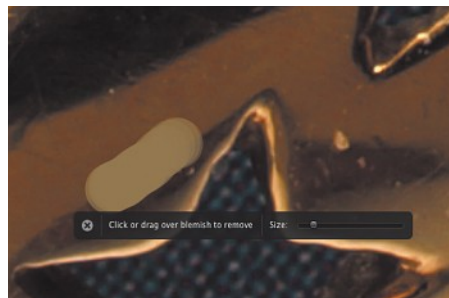
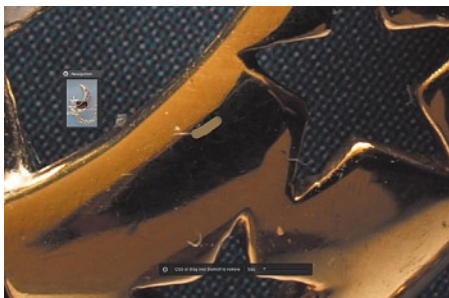
02 Brush size and zoom

There are no options for the **Retouch** tool, just a slider for setting the brush size. The size of the brush changes as you move the slider, or you can also use [and] to reduce and increase the size. Zoom to at least 100% to get a proper look at the areas you're fixing.



03 Dabbing at spots

First, try dabbing at spots to remove them. Choose a brush size slightly larger than the blemish, then click once. It's a good idea to start with the easy stuff to give maximum return for minimum effort and also help highlight the main problem areas.

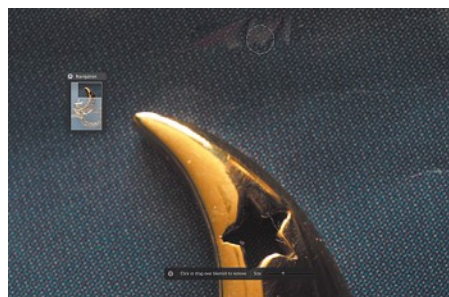
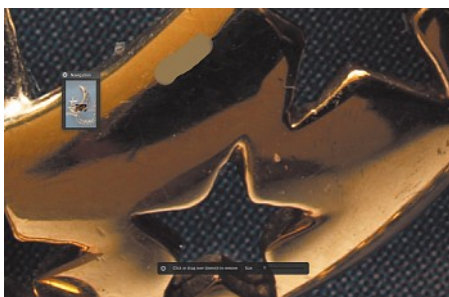


04 Dealing with scratches

To remove small scratches, drag the **Retouch** tool over it. This works well in areas of even tone, though there's a risk that *iPhoto's* going to pick up a nearby texture and give a botched repair. If so, undo (⌘ + Z) and try with a different brush size or stroke angle.

05 Edge detection

In *iPhoto '09*, the **Retouch** tool attempts to detect and preserve edges automatically. Our experiments suggest you'll get the best results by choosing a brush size large enough to cover the blemish and the areas either side, and then follow the edge with your brushstroke.



06 Preserving edges

If you compare the reflection above the star cutout against the same area in Step 4, you'll see that the hair has disappeared by the edge of the perfectly preserved reflection. We've done the same higher up; see the beige stroke we've applied with the **Retouch** tool.

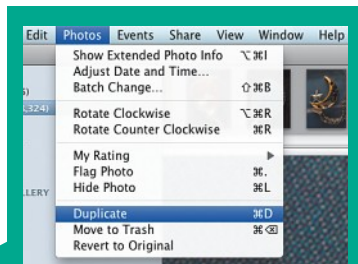
07 Cloning artefacts

If you try to repair too large an area at once, the **Retouch** tool might reproduce a large-scale texture from another area of the image, often with a strong colour shift. This is starting to happen under the **Retouch** brush here, where we're repairing an area of background.



08 Preserving patterns

Try not to be too ambitious. In this instance, you'll get better results if you choose a brush size a bit larger than the pattern you're trying to repair, just dabbing once. It works well here, where the hair is removed but the background pattern is convincingly preserved.



» QUICK TIP

See how far you've come with your repairs by pressing and holding ⌘, which shows the original image until you release it again. For a more permanent comparison duplicate the photo before you start and carry out your repairs on the duplicate.

The Ken Burns effect can now be used on your moving images.



Pan and zoom in iMovie '09

The Ken Burns effect can now be used with video clips as well. Here's how...

»» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
25 minutes

WHAT YOU'LL NEED:

iMovie '09 (£69, part of iLife '09) footage stored in an iMovie Event, a basic knowledge of the iMovie interface

The iMovie app has been able to work with your still images since the beginning. And version 3 introduced a new feature called the **Ken Burns** effect. It was named after the American documentary filmmaker because it did what his movies became well known for: panning across and zooming in and out of photographs.

Like everything in iMovie prior to version 7, if you weren't comfortable with the interface and had little experience with editing, you may have ended up with the default effect applied to your image with no obvious way of editing it, unless you happened to notice a little semi-transparent window with all the settings you needed...

Thankfully, the Ken Burns effect received an overhaul, with big green and red boxes accompanied by a directional arrow so you could clearly see which part of the image iMovie would start on and which one would end up being its final destination.

Annoyingly, even with the release of iLife '09 and version 8 of iMovie, Ken Burns was limited to still images. It took the release of a minor upgrade to add a new dimension to

"Thankfully, the effect received an overhaul, with big green and red boxes and a directional arrow..."

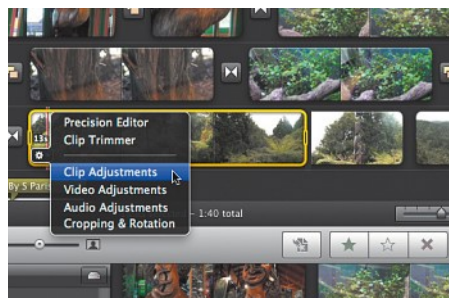
the effect. You may not have noticed the addition because Apple didn't even announce it as a reason to upgrade, but version 8.0.3 brought Ken Burns to video clips.

It's never a good idea to zoom too much into a clip as it can lead to pixelation and a drop in quality, but if your output resolution is going to be smaller than the original, you'll have some leeway in which to play with.

In any case, coupling the Ken Burns effect with the new Stabilisation feature could help you transform a static, slightly wobbly shot into one that's perfectly steady and in which you can easily zoom in and out, as we'll be showing you over the course of this tutorial.

Steve Paris

» HOW TO / Apply the Ken Burns effect to your projects



01 A new project

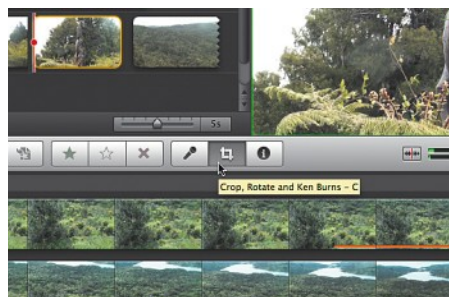
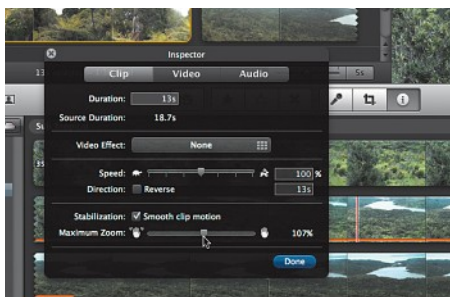
Choose an existing project or create one by going to **File > New Project** and selecting the **Aspect Ratio** and **Theme** of your liking from the drop-down sheet. Add a clip to your project that you'd like to manipulate from one of your **Events** (ideally, it should be HD resolution).

02 Clip Adjustments

Mouse over the clip in your project to reveal various overlays. Click on the cog button and select **Clip Adjustments**. Alternatively, highlight it and click on the toolbar's **Inspector** button (the one bearing the 'i'), hit the **i** key or simply double-click on the clip.

03 Stabilising

Tick the **Stabilisation** box to help smooth out any jitters. You'll have to wait a while for *iMovie* to analyse your clip. Be aware though that not all footage can be stabilised: if the motion is too extreme, a red wavy line will appear at the bottom of its thumbnail.



04 Smooth control

Once your footage has been smoothed out, a slider appears beneath the **Stabilisation** tick box. Drop it to the left to cancel any stabilisation. It lets you control how much of the effect is applied to your clip (you don't need to have it set to its maximum).

05 Get into cropping

When finished, click on **Done** to close the **Clip Adjustments** window. It's time to work on the **Ken Burns** effect. Click on the toolbar's **Crop** button or hit **[C]** to access it. You're faced with options: **Fit**, **Crop** and **Ken Burns**. Use **Crop** to zoom into your footage without panning.

» QUICK TIP

You don't have to apply the **Ken Burns** effect to your entire clip. In order to focus on just a section of it while leaving the rest untouched, highlight the desired part in your project then go to **Edit > Split Clip** (or use the **[⌘] + [⌘] + [S]** shortcut).



06 Introducing Ken Burns

Select **Ken Burns**. The green rectangle you created in the **Crop** section is preserved and an additional red one is displayed as well. These show you the effect's first and last frames respectively. The yellow arrow illustrates in which direction the pan will be happening.

07 Creating a pan

Click on a rectangle to select it and drag it across the screen. To resize it, mouse over its edge to turn your cursor into a resize tool. Drag it in or out to zoom in or out of your footage. The rectangle's dimensions are determined by your project's **Aspect Ratio** (set in Step 1).

08 Change directions

Should you wish to alter your pan's direction, click on the button containing the two curved arrows, located to the right of the selected rectangle's name (itself located top left of the rectangle). To preview your effect, click on the **Play** button to the left of **Done**.

Convert video with HandBrake

The lowdown on the go-to-guy for quick and reliable video conversion

» KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
30 minutes

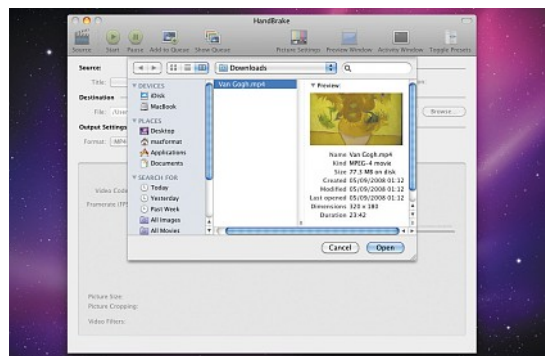
WHAT YOU'LL NEED:
HandBrake 0.9.4 (download from handbrake.fr), videos you want to convert from one format to another

There are several apps you can use to convert video from one format to another, but *HandBrake* is many seasoned Mac user's app of choice. Whether you're preparing files you've downloaded from your favourite video-sharing sites for viewing on your iPhone or iPod or converting videos you've taken on a digital camera for uploading to share online with your aunt in Australia, *HandBrake* is quick and easy to use. Plus, you can also use it to rip from DVDs.

Featuring among more than 1,000 changes from the last version, the latest release of *HandBrake* has support for 64-bit, which the developers promise can deliver speed improvements over the previous 32-bit versions. *HandBrake* has tweakable settings so you can get things just right if you know what you're doing, or beginners can rely on presets that make most conversion jobs a simple one-click affair. This latest version of *HandBrake* does away with a few that were available before – but presets for Apple devices remain.

For now, we'll just show you the basics, so you can take your time getting to know its full capabilities.

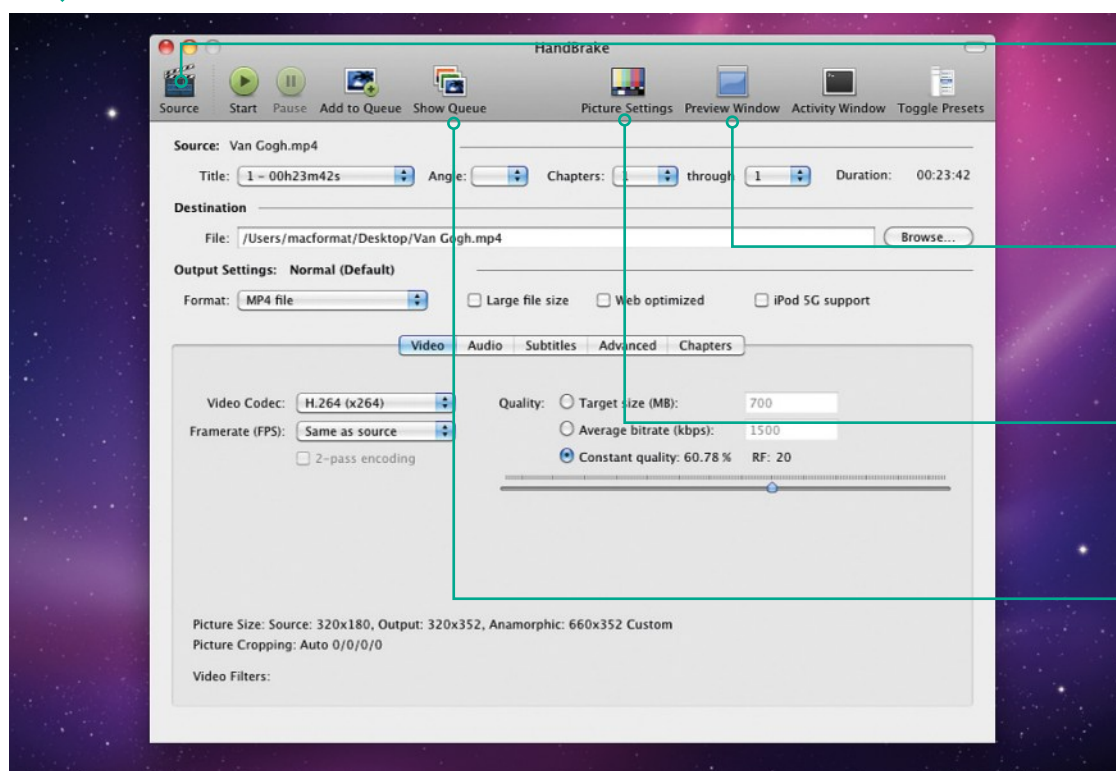
Ian Tromp



01 Finding your video

The first thing you need to do is find your source file. This can be either a video file saved to an internal or external drive, or a DVD. Simply click on **Source**, and then use the familiar navigation panel to find your video. By default, *HandBrake* will show the **Open Source** window when it starts – you can change this behaviour in the **Preferences**, along with a few other things, like whether or not the **Presets** show at startup.

» HOW TO / Find your way around HandBrake



In the beginning

Start by clicking on the **Source** button and navigate to the video you want to convert.

Sneak Preview

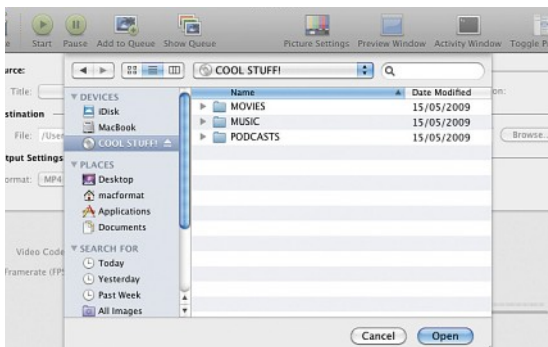
See how your video will look with your chosen settings.

Heads up

Picture Settings displays important settings for your video.

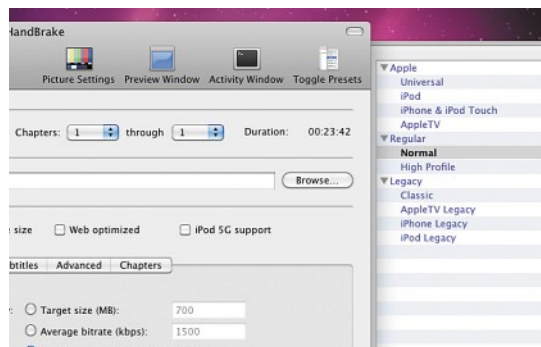
How very British!

You can set up several conversion jobs in a queue – leave the slow work to happen while you sleep!



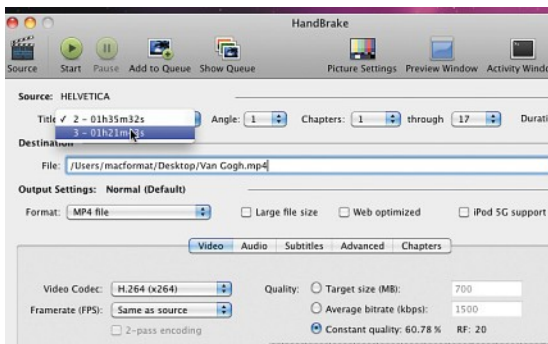
02 Initial steps...

Once you've located the file you want converted, click to select it, then click **Open**, and *HandBrake* will scan it, gathering any info it needs. If it's a DVD you're working with, it will show up on the list of **Devices** on the left-hand side. Next enter the **Destination** for your completed movie – either type it in or click on **Browse...**



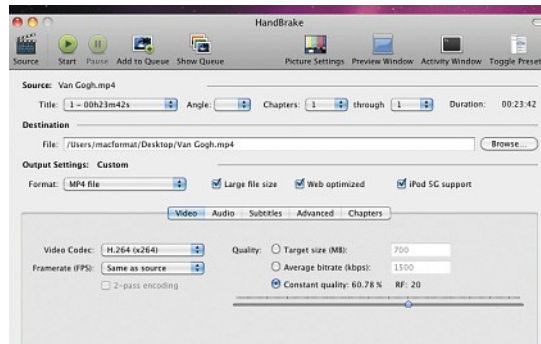
03 Easy does it

The **Toggle Presets** button shows or hides the list of presets built into the app – you should be well-served by one of these and won't need to dig deeper into the settings at all. Mousing over each of the presets for a few seconds will pop up a tooltip giving more information about the conversion settings they will deliver.



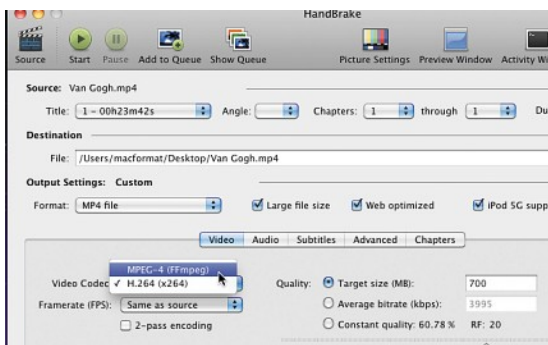
04 Selecting parts or the whole

Where your source file has multiple features (a director's commentary, for instance, or a series of episodes) you can select between these by clicking on **Title**, rather than needing to encode the whole lot. Or if you're only after particular chapters of a feature, you can select a range from the pull-down menus on the right.



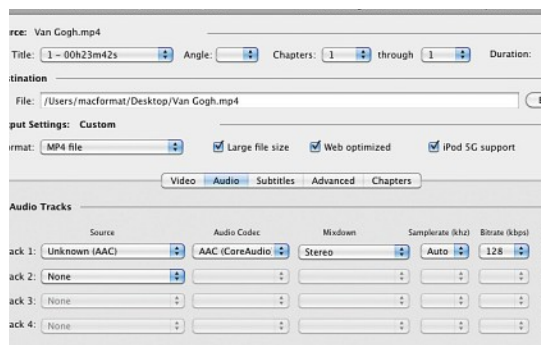
05 If you want more control

If you don't want to use one of the standard presets, you can change just about everything. To start, you can select or unselect checkboxes to determine whether it comes out as a large or small file, whether it's optimised for web viewing, and whether or not it can be played on an older iPod.



06 Fine-tuning video settings

In the **Video Settings** section, you can alter quality by choosing whether the conversion aims at a particular file size or average bitrate, or use the slider control to select a constant bitrate setting. Here you can also decide whether the file is encoded using the H.264 standard or the older FFmpeg (see Expert Tip box, above right).



07 Sound and subtitles

The **Audio Settings** tab lets you select from the audio tracks encoded in your video – so if the original has English and German dialogue, you can opt for whichever you prefer. On the **Subtitles** tab you can select from subtitles available in your original or import subtitles from elsewhere and add them to your video.

EXPERT TIP

HandBrake improves!



HandBrake's developers say the biggest changes are

down to improvements in the open source video encoding engine, the x264 project. This is a library of codecs (a made-up term combining 'coder-decoder') for encoding video in the H.264/MPEG-4 format. This format is used for videos in the iTunes Store, and is capable of being played natively on all iPods and other devices. The greatest advantage of the format is it allows better quality at lower bitrates than before – implying smaller file sizes, which means you can take more video on the road. The greatest improvement to the engine is faster encoding – this comes directly into *HandBrake*, and when added to the benefits of 64-bit support, means real improvement in performance.

Ian Tromp uses HandBrake to convert video to watch on his beloved iPod touch.



>> QUICK TIP

A great new feature in this version of *HandBrake* is **Preview**, which lets you see a still image or a short live sample – up to 60 seconds – of how your video will look with the settings you have chosen.

1&1 Web Hosting

MY WEB

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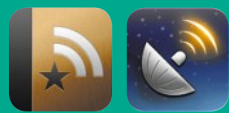
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Get the news you want

Master RSS and NetNewsWire on your Mac with our help and advice



>> QUICK TIP

Access your news feeds with the iPhone's *NetNewsWire* app (free or £2.99 without ads). Alternatives that also sync with Google Reader include *gdiplus's iNews* (£1.79), *GRSS Pro* (£1.79) and *Reeder* (£1.19).

Don't forget that you can subscribe to MacFormat's very own newsfeed via NetNewsWire.

One are the days when your only source of news was contained within the paper you'd buy on your way to work. And, even then, the chances were the pages would be filled only with what the editor had decided was worthy of your attention, so you'd probably end up reading just a fraction of it.

But now, thanks to technology known as web feeds, you can decide exactly what news content you want to read and have it delivered right to your Mac desktop.

Web feeds come in two major formats: RSS (Really Simple Syndication) and the newer Atom. However, for the purposes of this tutorial the two are effectively the same and the term RSS will be used to refer to any type of feed, regardless of its format.

If a website has an RSS feed, new material is added to it as it's posted on the site, such that it becomes a chronological list of all available

content. If the site is a news page, the latest headlines will appear on the feed as soon as a story goes online. But RSS isn't only used on news websites. Most blogs have built-in RSS support, meaning that new posts are added to a feed, and microblogging platform Twitter supports RSS, so that all your latest tweets appear in their own feed too. We'll look at how to get feeds later on, but first it's worth considering why they're useful.

Favourite sites

You'll probably have a set of sites that you visit regularly to stay up to date on news, sport and all things Mac. But

"Thanks to web feeds, you can decide exactly what content you read and have it delivered right to your desktop..."

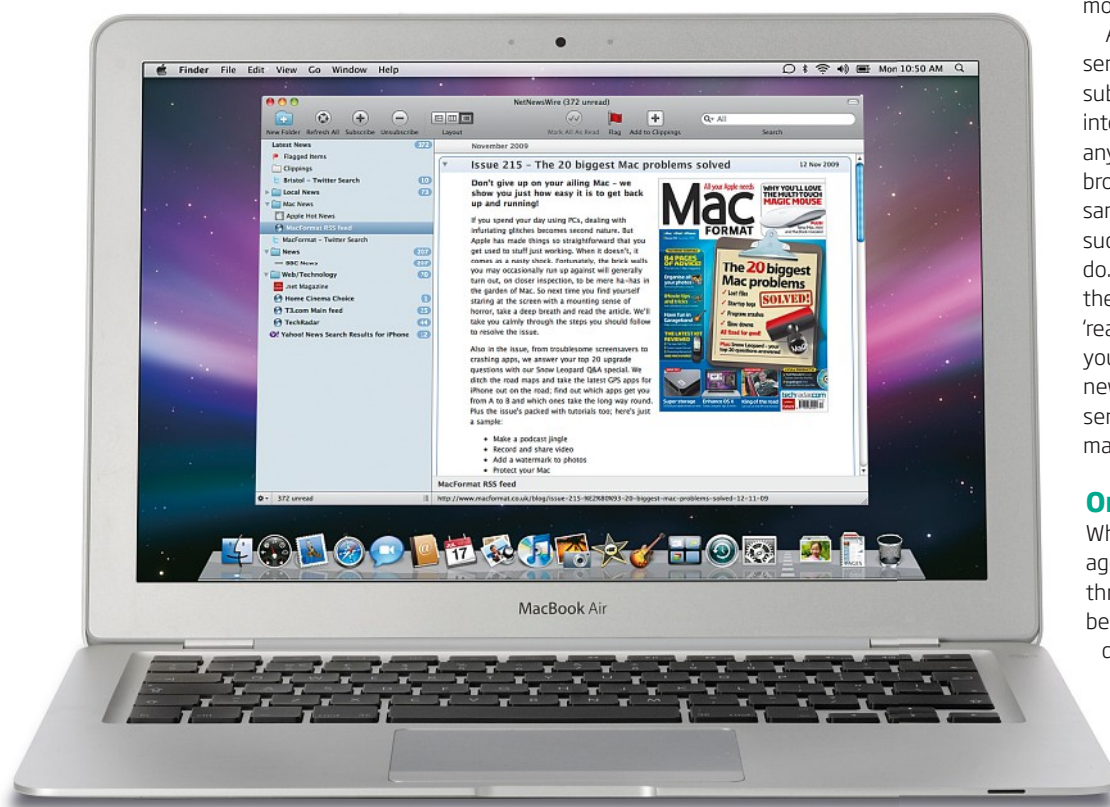
visiting each one individually to see whether the content has been updated is a time-consuming habit. Not only that, you might well miss new items if they're not posted in prominent positions on a site. However, by taking the feed from each site and combining them all in an RSS aggregator (a process called subscribing), you'll be alerted as soon as new material is added to that page, with new items appearing as 'unread', just as they would in your email inbox.

There are various applications and online services that enable you to aggregate your feeds. *Apple Mail* can do this, but its features are basic and your subscriptions are only accessible from the Mac on which you originally subscribed, meaning that you could read the news at home in the morning, but once you get to work, you wouldn't be able to access your subscriptions on your office machine. You can also subscribe in *Safari* by adding feeds to your Bookmarks bar, but again, this is no good if you use more than one computer.

A solution to this problem is a 'cloud service', whereby all your subscriptions are stored on the internet and can be accessed from anywhere in the world through a web browser. These work in much the same way that online email services such as Google Mail and Yahoo Mail do. Any stories you read at home in the morning will appear marked as 'read' when you sign in at work during your lunch break to catch up on the news. Google Reader is one such service, but until recently, it had a major drawback.

Online aggregators

While the concept of online RSS aggregators is great, viewing them through a browser is always going to be slower than using a specially designed application. Think of the way your email works - you're on holiday and want to send a quick message home, so you sign into your webmail service; but from the comfort of your



>> HOW TO / Post items to Twitter from NetNewsWire

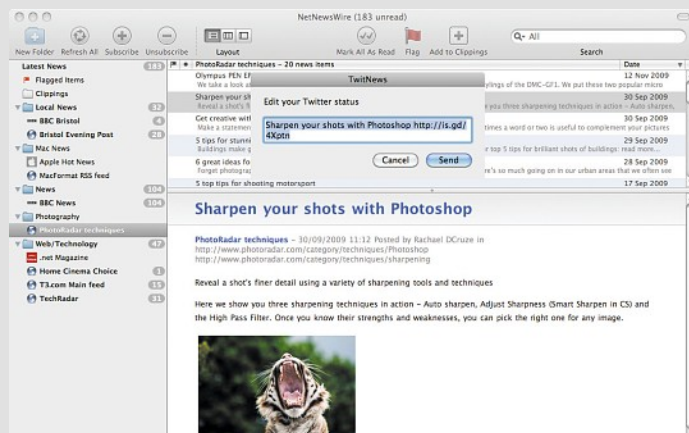
NetNewsWire's built-in support for posting to Twitter is limited to the *Twitterific* client. If this happens to be your Twitter app of choice, then select a headline and click **News > Post to Twitterific**.

However, even if you don't have *Twitterific* installed, you can still install a script called *TwitNews* from <http://bit.ly/1T9q6R>.

Download and copy the **TwitNews.scp** file into /user/Library/Application Support/NetNewsWire/Scripts, and it'll appear in *NetNewsWire*'s **Script** menu. To use *TwitNews*, save your Twitter login details in your Mac OS X Keychain. Open *Keychain Access* in Applications > Utilities, click **File > New Password Item**, enter <http://twitter.com> into the first box, and your login details into the other two.

To post a story, select it in *NetNewsWire* and choose **Script menu > TwitNews**. A box will then pop up with the text of your tweet, complete with an **is.gd** shortened URL. However, please note that the only problem with this script is that it doesn't show you the length, and tweets that are more than 140 characters won't be posted.

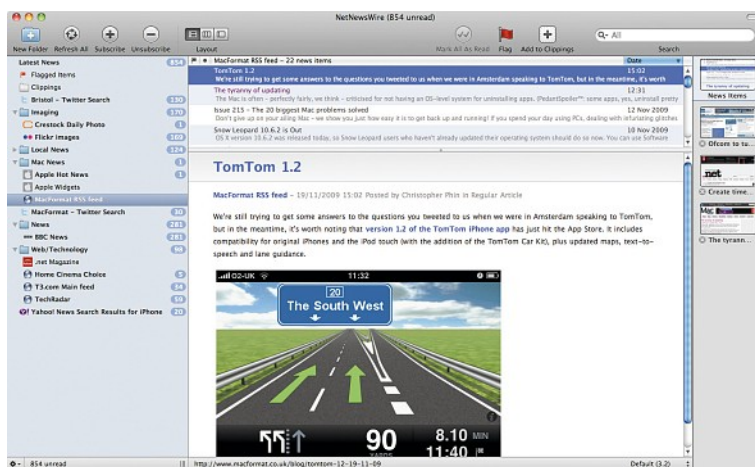
Let's now make posting to Twitter even easier by assigning a shortcut key to this script. Open *System Preferences* and select the **Keyboard** pane. Click the **Keyboard Shortcuts** tab and choose **Application Shortcuts** in the left-hand box. Now click the **+** icon, select **NetNewsWire** from the **Application** drop-down, and enter **TwitNews** into the **Menu Title** box. You can now assign a key



NetNewsWire has built-in support for Twitter via the *Twitterific* client.

combination using the **⌘ + [key] + [letter]** (such as **⌘ + T**, which adds a new

tab). We've used **⌘ + D**. Finally, if you close down *System Preferences*, you should see your shortcut appear next to *TwitNews* in *NetNewsWire*'s script menu.



Get the latest tech news direct as it happens with NetNewsWire.

own home, you most likely use *Mail* or another client, because of the added features and speed they offer. The same is true for Twitter and *Tweetie* or *TweetDeck*. However, while Google's *ReadAir* (<http://code.google.com/p/readair/>), and more recently *Grum!* (www.grumlapp.com) are fresh attempts at a Mac application to sync with Google Reader, neither has yet reached the crucial version 1.0 and both still contain bugs.

It was therefore hugely significant when the company behind *NetNewsWire*, an established and stable Mac feed client, scrapped its own RSS syncing service (NewsGator

Online) in favour of syncing with Google Reader. This has thrown open a huge number of opportunities for Mac users, some of which we'll explore over these pages.

To get started, head over to www.newsgator.com/individuals/netnewswire and download *NetNewsWire*. The free version has

"The free version of NetNewsWire has the same features as the paid-for one, but is ad-supported"

the same features as the paid-for one, but is ad-supported, so you'll get a small advertisement in the bottom left-hand corner of the window. It's fairly unobtrusive, but if you want to get rid of it, you can buy *NetNewsWire* for £10.

Google Reader

Once you've downloaded it, drag it to your Applications folder and fire it up. The welcome screen will ask if you have a Google Reader account. If you do, fill in the email address you use to log in, and your Google password, then click **Sync with Google**.

NetNewsWire will log into your Google Reader account and download all of your subscriptions in folders that they're stored in.

If you're new to Google Reader, click **Create a Google account** and a *Safari* window will open up, asking you for a few details to set up an account. Fill in your existing email address (it needn't be a Google one) and choose a password. Once you've read the Ts&Cs, click **I accept. Create my account**. Depending on the type of email address you've filled in, you may be sent a message containing a link to activate your Google Reader account. Once this email arrives, click the link, and your account will be live. Close this window, and type your new

>> QUICK TIP

The first time you run it, *NetNewsWire* will ask you if you want it to be your default RSS reader. If you decided not to at the time, you can change your mind with ease. Open *Safari*, go to **Safari > Preferences**, choose the **RSS** tab, and set **Default RSS Reader** to *NetNewsWire* from the drop-down.



>> HOW TO / Use special subscriptions and Smart Lists

As well as subscribing to feeds from individual websites, you can tell *NetNewsWire* to search Blogdigger, Twitter or Yahoo News for any term you like. Say you're an iPhone fanatic and want to get the latest news: click **File > New Special Subscription > Search Engine...**, type **iPhone** into the **Search** box, and select **Yahoo** from the drop-down. *NetNewsWire* will create a subscription of all the news stories in Yahoo News about the iPhone. If you want to hear whenever somebody mentions your hometown, college or company on Twitter, *NetNewsWire* has built-in Twitter searching, and you can



Search through your feeds.

subscribe to any search feed. Simply fire up a new search engine subscription as above, type in what you want to search for, and select **Twitter** from the drop-down, click **Subscribe**, and never miss a thing.

Similarly, you can create subscriptions that search for tags

on photo sharing site Flickr, the Delicious social bookmarking service and the Technorati social media search engine.

NetNewsWire also enables you to create smart lists of your subscriptions. This may be useful if you have your feeds separated into folders for news, business, sport and technology, but want a way of viewing news about your local area across all four categories. To do this, click **File > New Smart List...** and give it a name, say, **York**. Use the fields below to set up the criteria for what the list should include. Note that smart lists don't appear in Google Reader on the web.

Google Reader login details into *NetNewsWire*, and click **Sync with Google**. It will now access your Google Reader account and download your subscriptions. If you already have an account, you'll see all the familiar feeds appear in the folders that you've already organised them into. But, if it's your first time using the service, there are a number of standard subscriptions that *NetNewsWire* includes to get you started. We'll look at how to add and remove feeds later on. First though, you'll be asked if you want to set *NetNewsWire* as the default RSS aggregator. To ensure seamless integration between it and *Safari*, click **Set as Default** here.

double-click the text in the headline pane, *NetNewsWire* will display the webpage containing the story in its own browser. If you do this, you'll see a thumbnail column appear down the right-hand side of the window. These are tabs, and work just like in any web browser. To return to the view containing all your feeds, click the **News Items** tab, or close the tab

"If you already have an account, you'll see all the feeds appear in the folders that you've organised them into"

that you're finished with by clicking the cross on it. Any stories that you visit in this way will be highlighted as purple in the headline pane.

Before we explore the interface further, let's go out and subscribe to some feeds, because chances are that some or even all of the standard ones won't necessarily be of interest to you.

Managing feeds

To remove a feed from *NetNewsWire*, select it in the left-hand column and click **File > Unsubscribe**. Once you've cleared out any that you don't want, let's organise the remaining ones into some folders. Click the blue **New Folder** button in the toolbar, and type in a name for your folder, such as **Mac News**. You can create as many folders as you like in this way. Once you're finished, it's time to fire up *Safari* and add some more feeds.

To start with, let's subscribe to the *MacFormat* blog feed. Head to www.macformat.co.uk/blog. Once the page has loaded up, you'll see a grey RSS icon appear at the right-hand end of the Address bar, indicating that this site has an RSS feed. Click the icon, and *NetNewsWire* will open with a dialog to add the feed to your subscription. Don't change the URL in the first box, but you may want to add your own title for the feed in the second. In the drop-down, choose where you would like the subscription to appear. To keep things organised, let's put it in the **Mac News** folder that we've just created. Leave

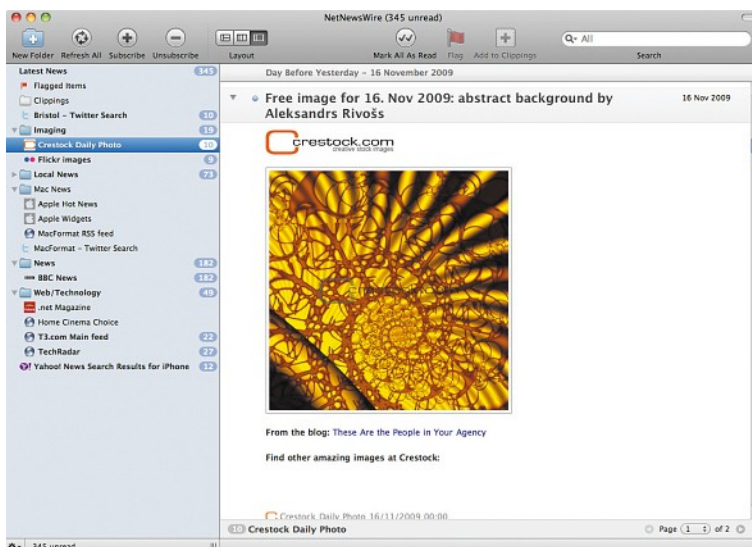
>> QUICK TIP

Want to email a story that you're reading to someone? Simply click **File > Mail Contents** or **Mail Link**, and *NetNewsWire* will send the story to Mail, where you can enter your friend's address. If you'd rather post the story to your Delicious bookmarks, click **News > Post to Delicious**.

Familiar face

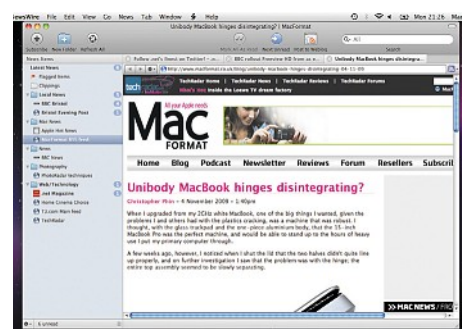
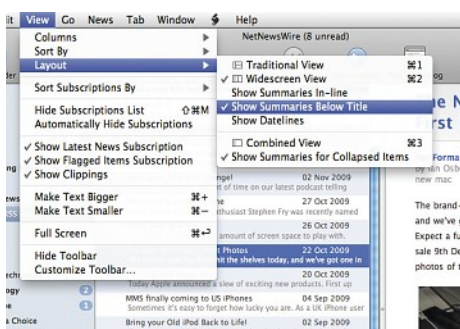
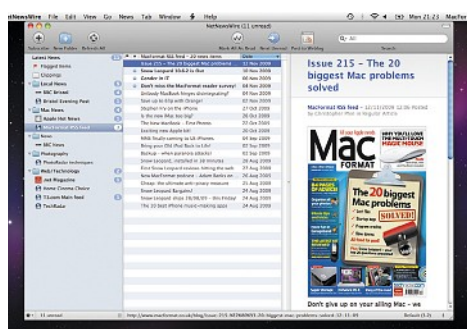
You'll now be presented with the main *NetNewsWire* interface, which, at first glance, looks quite similar to *Mail*. Down the left are your feed subscriptions, with an unread count next to each. Click on one of the feeds and the stories will appear in the headline pane at the top right, along with the date they were published. Items that you haven't read yet appear bold, just as any unread email would. Click once on any of the headlines to see the story in the preview pane below.

However, depending on how different websites have their feeds set up, you may not be able to view the entire story in this way. If you



Let your most-visited sites come to you be it for work or pleasure.

» HOW TO / Find your way around an RSS feed



01 Widescreen view

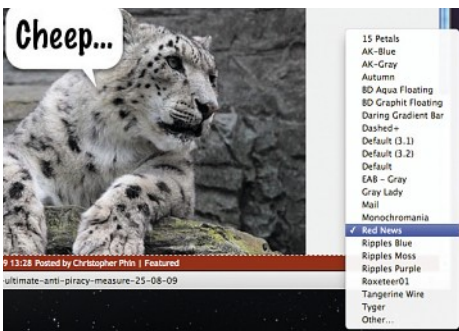
If you're not keen on the layout of the NetNewsWire window, you can easily change things around. To see a longer list of news items, try **Widescreen View**, which will display the headline pane vertically. Click **View > Layout > Widescreen View** or press **⌘ + 2**.

02 Quick summary

You can get a summary of each item in the headline pane. Choose **View > Layout > Show Summaries In-Line** or **Show Summaries Below Title**. If you prefer the style of Google Reader's web interface, choose **Combined View**, where you can expand stories individually.

03 Tabs on top

The default setting is to have tabs appearing in a column down the right-hand side with a thumbnail of the site that's open. However, if you'd rather have the tabs across the top, as they appear in your web browser, click **Tab > Position Tabs on Top**.



04 Tweak the toolbar

There are plenty of buttons to add to the toolbar. Click **View > Customize Toolbar...** to see all options, then drag and drop any you want to add onto the toolbar. Any you don't want, simply drag them off the toolbar.

05 Change themes

The design of NetNewsWire's preview pane can be changed by applying different styles. At the bottom of the window, click the **Default (3.2)** text to display the styles. If none take your fancy, go to <http://bit.ly/9RHWo>.

06 View feeds in browser

Clicking a link in NetNewsWire opens the page in its own browser. To open links in your browser, go to NetNewsWire > Preferences, click **Browsing**, then **Behaviour**. Under **Open links in:** choose **Default web browser**.

Sync this feed with Google Reader ticked and click **Subscribe**. Then expand the folder by clicking on the triangle next to it. You'll notice that the MacFormat RSS feed has appeared in the list, with an unread count next to it. The folder also has an unread count, and as you add more feeds to it, this will reflect the total number of unread items from all the subscriptions contained within.

Take it as unread

If you now click on the folder, rather than selecting one of the individual feeds, NetNewsWire will display the unread items from all of the feeds in that folder. You'll find that the more

feeds you add to a folder, the handier this becomes, especially if you read your news on a particular subject from a range of different sources. Simply add their feeds to the same folder, and you will have all your news in one place.

Note that not all of the sites with RSS feeds will display the Address bar icon. MusicRadar.com, for example,

"Whenever you find a site you like, subscribe to its RSS feed and you'll never miss another thing..."

has quite a long list of feeds, and you have to click the RSS link on the site in order to access them. If no logo appears in the Address bar, look for the orange RSS icon, or press **⌘ + F** and type in **RSS** or **feeds** into the search box. Click on whatever link you find to be taken to the site's RSS feed area. If you still can't find anything, try a Google search for the name of the site, followed by 'RSS feed'.

So there you have the basics of mastering RSS feeds. Now, whenever you're exploring and you stumble across a website that you like, you can subscribe to its RSS feed and you'll never miss another thing.

Laurence Cable



» QUICK TIP

Seen an item you want to continue reading later? Select the feed, click **News > Mark > As Flagged** to add the story to the **Flagged items** list. The item will appear as a star.

Run Windows inside OS X

Make the move to Mac a smooth one with the help of virtualisation

>>KEY INFO



DIFFICULTY:
Intermediate



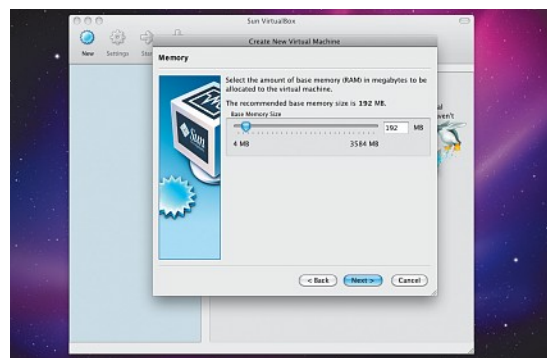
TIME NEEDED:
45 minutes

WHAT YOU'LL NEED:
VirtualBox, Windows operating system installation disc

When you switch to a Mac, there's no need to say goodbye to your favourite Windows applications. With the help of virtualisation, you can run another operating system simultaneously with Leopard (or Snow Leopard) from your Mac desktop. There are a number of virtualisation applications available that enable you to do this. They include *VMware Fusion* and *Parallels Desktop*. Both of these are feature-rich and reasonably priced. However, if you're on a tight budget there's a free alternative in the form of Sun Microsystems' *VirtualBox*. It may not have all the bells and whistles of its counterparts, but it still does an excellent job.

Once you've installed *VirtualBox* you'll begin by creating a virtual machine and a virtual hard disk. This is an amount of hard disk space on your Mac that's used for the installation and use of the guest operating system, in this case Windows. The guest operating system you've installed will be able to share and make use of most of your Mac's built in hardware. This includes devices plugged into the USB ports and its optical drive. It can also make use of your internet connection. Follow the walkthrough to start making the most of *VirtualBox*.

Paul Townsend



01 Create virtual machine

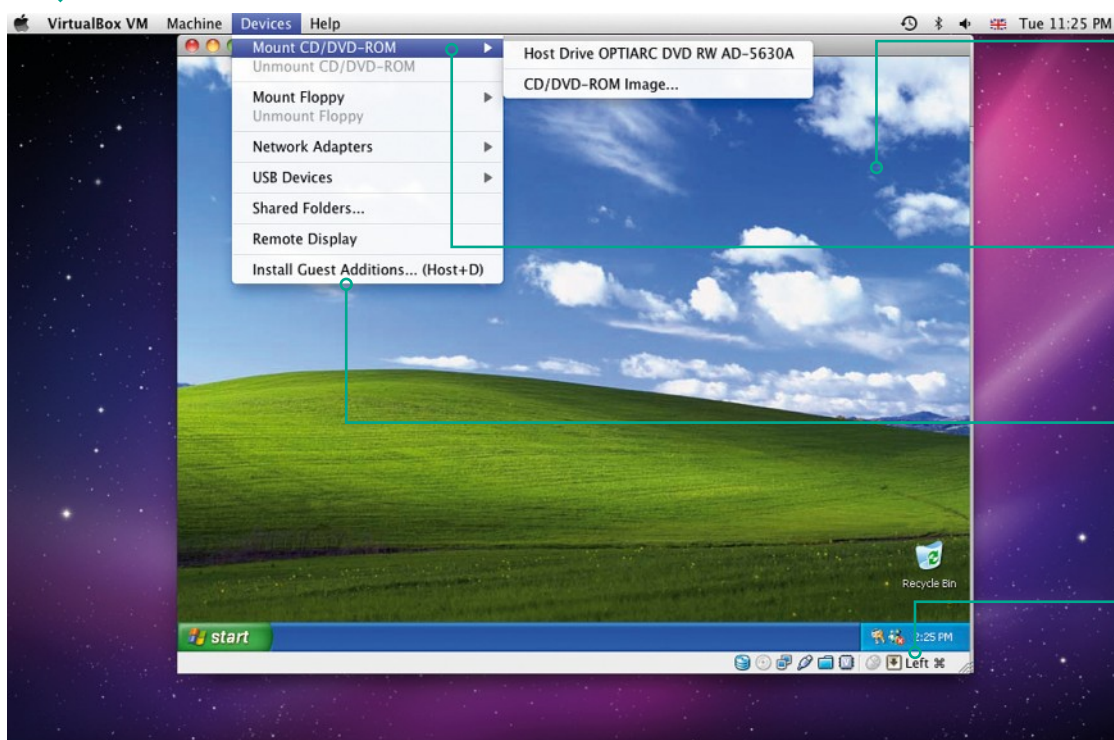
Download *VirtualBox* from www.virtualbox.org or install it from the cover disc. Your first task is to create a new virtual machine. Click **New** then give your virtual machine a name. Under **OS Type**, select the operating system and version you'll be using. Next, select the amount of memory (RAM) you'd like to be allocated to it. Use the recommended amount unless you have plenty to spare. This memory will only be used when the virtual machine is running.

>>ON THE DISC



VirtualBox can be found on your disc.

>>QUICK LOOK / Navigating your VirtualBox



VirtualBox rocks

Switch to your Mac and you can continue to access your old Windows applications.

Mounted devices

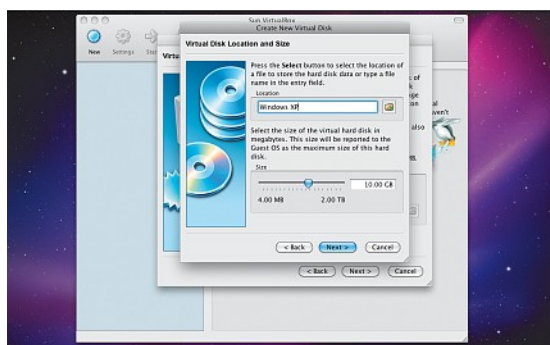
Share hardware between your Mac and the virtual machine.

OS interaction

Load **Guest Additions** and you'll be able to share files and folders.

Input device

This indicates if it's the Mac or guest operating system that has control of the mouse.



02 Create virtual disk

Create a new virtual hard disk for Windows. Make sure **Boot Hard Disk (Primary Master)** is checked. Select **Create new hard disk** and click **Next**. Now choose the type of disk you want to create. Select **Fixed size** or **Dynamically expanding storage**. Then choose the size for the virtual hard disk and click **Next**.



03 Prepare to install

A summary of virtual disk parameters will be displayed. Click **Finish** for each one. In the main program window, make sure your new virtual machine is selected and click **Start**. In the wizard, ensure your CD/DVD device is selected under **Media Type** and **Media Source**. Insert your Windows disc and click **Finish**.



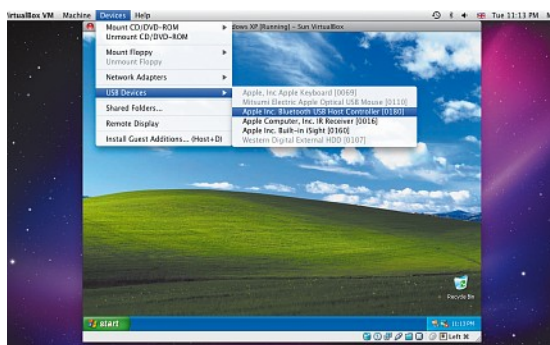
04 Install Windows

The installation will begin. Everything takes place within the program window. You can continue to use your Mac normally while this takes place. If you find your mouse isn't working, it's because your virtual machine has taken control of it. You can release the mouse by pressing the left **⌘** key on the keyboard.



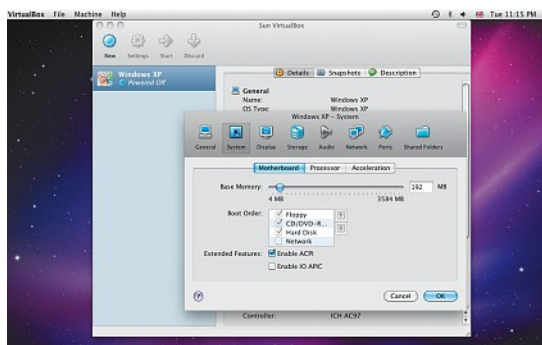
05 Mount and unmount

At the end of the installation you'll be able to use your Windows virtual machine. You'll notice that your virtual machine still has control of your CD/DVD drive. To release this, click **Devices** on the program toolbar and choose **Unmount CD/DVD-ROM**. Conversely, select **Mount** when you want to use it in Windows.



06 Internet and applications

The virtual machine automatically makes use of your internet connection. Install applications onto your virtual machine using your CD/DVD drive or USB device. If a USB device isn't recognised in Windows then release it from your Mac first. In *VirtualBox*, click **Devices** then **USB Devices** and select your USB controller from the list.



07 Adjust settings

To alter the configuration of your virtual machine, make sure it's highlighted then click **Settings**. Under **General**, click **Advanced** and share the clipboard contents between the guest and host machine. In **System**, increase the RAM available to your virtual machine. Go to **Display** and change the amount of video memory allocated. ●

EXPERT TIP

File sharing

You can share files between the Mac host and your Windows virtual machine (the guest). To do this you'll first need to install an add-on to *VirtualBox* called **Guest Additions**. You'll find the option for this under the **Devices** menu. Once installed, go back to the menu and click **Devices** then **Shared Folders**. Click the **Add** button then choose a folder from your Mac that you'd like to share with the virtual machine. The folder you select will appear as a network folder in Windows. If it doesn't appear, you may need to add it as a network place. You now have an easy way of exchanging files between your host Mac and guest virtual machine. More control over virtual machine screen resolution is also available through this useful add-on.

Paul Townsend is a recent convert to Mac, after toiling away on PCs for far too long.

» QUICK TIP

You can save the state and configuration of your virtual machine so as to revert to it at a later date. Take a snapshot by clicking **Machine** then **Take Snapshot**.

Pages makes it a cinch to create a table of contents for your document.



Make better docs in Pages

Help your readers find their way around by adding a table of contents

»» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:

Pages '08 or '09 (£69, part of iWork '09 <http://store.apple.com/uk>)

To make it easy for readers to find the sections they want, Pages can generate a table of contents from the headings and sub-headings in your document, quoting the page numbers too. Be aware, though, that you can only do this with word processing documents.

For tables of content to work, you need to do a bit of prep work and apply a systematic approach to constructing your document. In particular, you need to set up and use specific heading styles, because Pages relies on these to identify the topics for the contents. You might have fallen into the habit of changing fonts, sizes and text styles manually, but for this you'll have to do things by the book, using defined paragraph

styles. These are easy to apply and so useful, you may never look back.

This process applies to Pages '09 and Pages '08, though there are minor differences. Pages '09 introduces an outlining system where you can structure your document using hierarchical headings numbered from 1-9, and we've used the first couple of levels in our walkthrough. Pages '08 doesn't have an outlining system,

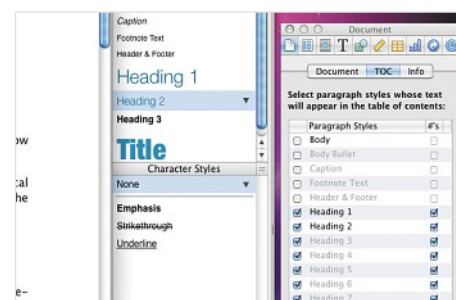
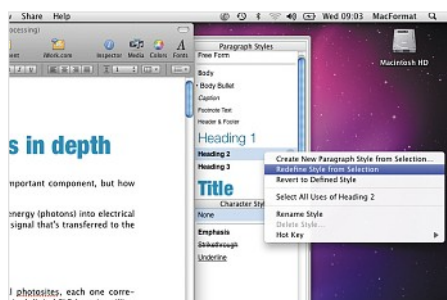
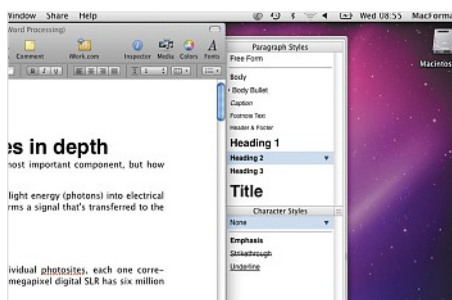
"You need to do a bit of prep work and apply a systematic approach to constructing your documents..."

but it doesn't matter because all you need to do is use the **Heading** and **Sub-heading** styles instead.

If you want to use more than two levels of headings in your table of contents, you will notice a couple of inconsistencies. First, Pages maps Level 1 headings onto Level 2 table headings and so on all the way down through the hierarchy. Second, while Pages will use indented styles for just two levels of headings, if you start including more, it stops, and you have to manually adjust font sizes and indents of your table styles to make the hierarchical structure look right. But, it takes no time to fix and it's likely you'll be manually modifying your styles anyway.

Rob Lawton

» HOW TO / Create a table of contents



01 Use Heading styles

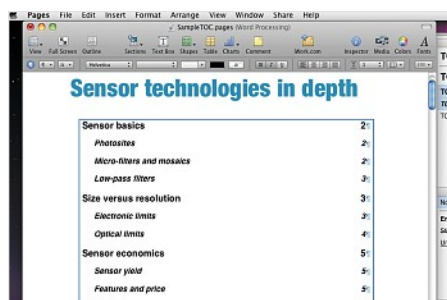
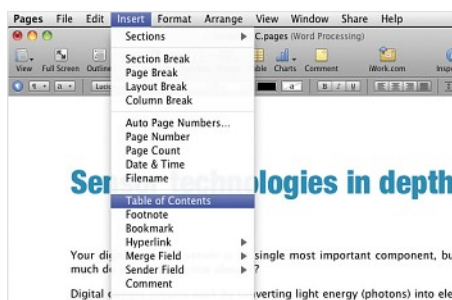
If you open Pages' Styles Drawer ($\square + \text{⌘} + \text{T}$), you'll see there are default styles in place for different types of text. Use these rather than creating new ones. Here, we're using the Title style for the main heading, and Heading 1 and Heading 2 for sub-headings.

02 Redefining styles

Change the default headings. Once you've applied a style, re-select the heading and change the font, colour, size style etc. With the text still selected, go to the Styles Drawer, open the pop-up menu next to the current style and choose Redefine Style from Selection.

03 The TOC Inspector

Assuming you've gone through the document and applied the appropriate heading styles, open the TOC Inspector and you'll see all the styles in your document listed. Check the box alongside each one you want to include in the table of contents.



04 Insert the TOC

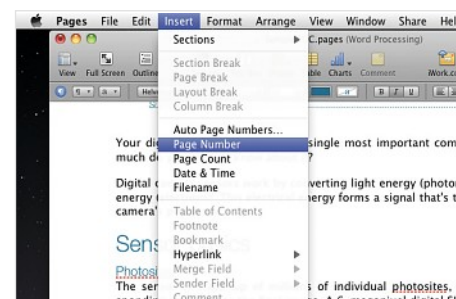
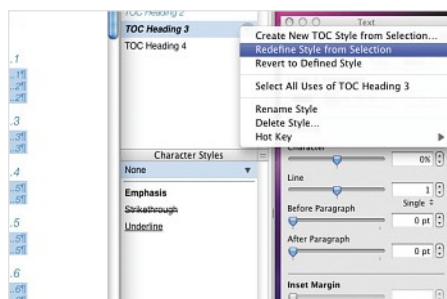
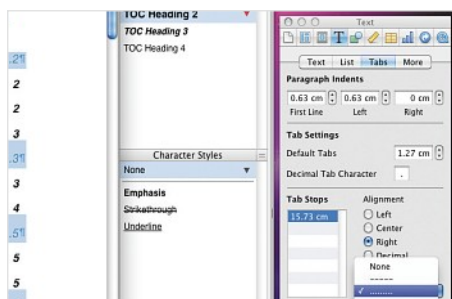
Now you're ready to insert the table of contents. The logical place for this is under the main heading, so create a blank line and place the insertion point here, then use the Insert > Table of Contents command. Tables of content have to be inserted in the main text.

05 TOC properties

Tables of contents don't behave like ordinary text; they're a kind of automatically generated field, which is a separate object. You don't normally see its outline, but you can if you select the text around it. TOCs only display headings after their current position.

» QUICK TIP

If you save your document as a PDF, your table of contents becomes live - each entry acts as a hyperlink to the heading in the main body. If you distribute docs electronically rather than as hard copies, this makes tables of content even more useful.



06 TOC entries and styles

You'll probably want to change the default TOC styles. If you click on an entry, you'll see the Styles Drawer lists TOC Heading styles, with the current style selected. We've also added a tab leader (Tabs Inspector) to link entries with page numbers.

07 Redefining TOC styles

You can close up entries so that they don't take up so much space by using Before Paragraph and After Paragraph in Text Inspector. To finish, open the pop-up alongside the TOC style in the Styles Drawer and choose Redefine Style from Selection.

08 Add page numbers

Without page numbers, the table of contents won't be much use. Enable Footers in the Document Inspector, then move the mouse pointer to the bottom of a page to reveal the Footer area, click inside and go to Insert > Page Number to add the page number. ●

Clean your Mighty Mouse

Grime can degrade your scroll ball's performance – here's how to clean up

>> KEY INFO

DIFFICULTY:
Advanced

TIME NEEDED:
20 minutes

WHAT YOU'LL NEED:

Mighty Mouse, scalpel or pocket knife, small Phillips screwdriver, cleaning wipes or solution, glue or silicon sealant, tweezers (recommended), cotton buds (recommended), non-metallic pencil (recommended)

Apple's Mighty Mouse (now also called an Apple Mouse) has a dirty little secret. While the scroll ball performs its duties as intended when the mouse is new, it can become clogged with dirt and grime over time. Its performance then deteriorates dramatically, with the ball sticking and failing to scroll.

There are a number of things you can do to try and free the ball, and return it to its full 360-degree scrolling glory. First of all, try turning it upside down and rolling the ball around. Roll it on a piece of paper, hoping the debris and dirt will rub off onto it. Give it a blast with a can of compressed air, or a rub with computer-cleaning solution or a wet wipe. But if all else fails, a drastic course of action may be required.

Removing and cleaning a Mighty Mouse's scroll ball isn't particularly easy. A considerable amount of disassembly is required before you can clean the ball and its housing.

In this tutorial, we show you how to get inside your Mighty Mouse without damaging it, and how to clean and reinvigorate your scroll ball to get everything up and running again. It should take approximately 20 minutes, but be prepared to invest a little more time if needed,

"There are a number of things you can do to free the ball, and return it to its full 360-degree glory"

especially the first time you clean your mouse in this way.

A word of warning

Caution! Disassembling your Mighty Mouse involves breaking off a component that's glued into place. It's not easy, and if you make a mistake, you're extremely likely to damage or even ruin the device. We can't take responsibility if your Mighty Mouse is broken while following this tutorial, and as a result we can only recommend that you attempt it if your mouse is in such poor condition that you feel you've nothing to lose, if you give it a go.

It is recommended that you read the whole of this tutorial before you start, especially Steps 2 and 3.

Ian Osborne

>> HOW TO / Find your way around a Mighty Mouse

USB lead

The USB lead isn't removed during disassembly, but it's best to make sure it's correctly positioned when you reassemble the device.

Scroll ball

The Mighty Mouse's scroll ball. It's very prone to becoming clogged with dirt and debris, reducing its efficiency or stopping it working altogether.

Side buttons

The Mighty Mouse's side buttons will remain with the base section during disassembly.

Collar

This collar needs to be removed during disassembly. It's attached to the upper shell of the mouse, not the base section.

Base ring

This ring circling the base doesn't need to be taken off. Don't confuse it with the plastic collar.

Laser

You don't need to disassemble the mouse to clean the laser. If your pointer isn't working, rub it with a cotton bud or remove any visible debris with a pair of tweezers.



>> HOW TO / Disassemble a Mighty Mouse for cleaning**01 Gather your equipment**

Make sure you have a scalpel, a steel ruler or something similar to remove the base ring, and a Phillips screwdriver to unscrew the ball housing. We recommend you get some tweezers, cotton buds and a computer cleaner - either wet wipes or a spray bottle.

**02 Unfasten the collar**

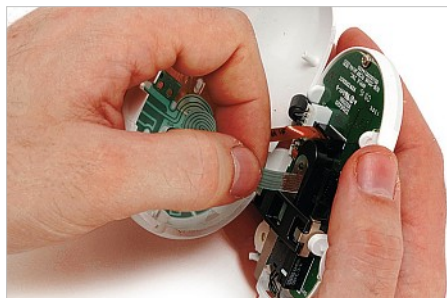
Slide your scalpel under the plastic ring that circles the body (not the base) of the mouse. As shown in the picture, above, it's the collar that runs over the side buttons and the USB cable, not the ring around the outside of the base panel. Take care not to break it.

**03 Remove the collar**

Here's a picture of the collar after it's been properly removed. It's important to note that, before removal, this collar is glued and not clipped into place. The glued spots are broken by sliding your scalpel or pocket knife under the collar and twisting.

**04 Undo the mouse shell**

The front section of the mouse's body is now held in place by two easily visible clips. Gently prise them open and lift the body of the mouse. It hinges at the rear, as you can see here. Disconnect the hinges too, taking care not to damage the data cables.

**05 Free the cables**

To remove the cables connecting the lid to the motherboard, lift the stays forming part of the sockets. With a fingernail either side of the plastic housing, raise it by a millimetre. The cables can then slip free from their housing, separating the mouse into two parts.

**>> QUICK TIP**

Apple has posted a guide to cleaning your Mighty Mouse without disassembly on its support website <http://tinyurl.com/5enlrk>. Try these tips first, before you go ahead and take your mouse apart. Follow them regularly and it might never even require disassembly.

**06 Unscrew ball assembly**

You now have easy access to the ball housing, which you should unscrew using your Phillips screwdriver. The cross-shaped white plastic housing that holds the ball in place comes free with a little lift, but be careful not to lose the ball or one of its magnetic rollers.

**07 Clean ball and housing**

Now it's time to get the cleaning gear out. Using ordinary computer-cleaning fluid, tweezers, wet wipes and cotton buds, clean out all the grime and gunk that's accumulated around the ball. As the rollers are magnetic, use a pencil to push them into place after cleaning.

**08 Reassemble the Mouse**

Follow the disassembly instructions in reverse. Make sure the stays are raised before you slot in the cables, then push them down again to hold them secure. Use an extra-strong glue or silicon sealant, to replace the collar. Use it sparingly - just a few spots are needed. ●

>> OS X SURVIVAL GUIDE

Using Image Capture

Christopher Brennan on the virtues of Image Capture



>> PROFILE

Name: Christopher Brennan

Occupation: Freelance journalist, Mac consultant and house-husband

System(s): Mac Pro (2x2.8GHz), MacBook (2GHz), 20-inch iMac (2GHz), 12-inch PowerBook G4 (1GHz)

Connecting your camera to your Mac and using it as an Intervalometer can be a lot of fun; it's handy for making stop-motion or time-lapse movies.

There are many facets of the Mac OS that get headline mentions in keynotes and announcements, and in the main they deserve their top billing. However, there are some gems that seem to evade the Mac media radar. They are apps that you get for free with the OS and yet seemingly never get the credit they deserve.

Take, for instance, *TextEdit*. Of all the word processors available – from the expensive to the budget friendly – I've tried them all. However, I return again and again to *TextEdit* as it's just perfect for my needs. One other such gem is *Image Capture*. Now, I admit that *Image Capture* isn't in quite the same league as *iPhoto* or *Aperture*, but there seem to be an awful lot of people who know nothing about this incredibly simple yet effective app.

Cool discovery

Many people find out about *Image Capture* only after they get annoyed by *iPhoto* or *Aperture* opening

automatically when they plug a card reader or digital camera into their Mac. They go looking for the preference that turns this action off in the application or in *System Preferences*, and don't find it. I know this because a lot of people have called to ask me how to disable this supposedly helpful action.

To stop *iPhoto*, *Aperture* or any other tool from launching when you plug a digital camera into your Mac, go to Applications > Utilities > Image

"Many people find out about Image Capture only after they get annoyed by iPhoto or Aperture opening automatically..."

Capture. In the right-hand section of the main window, click on the drop-down menu underneath **Connecting this camera opens:** choose **No Application** and from now on you'll have to open the application you want to use manually.

As the command **Connecting this camera opens** suggests, you can use

Image Capture to set the workflow for all of your cameras. So, if you have a digital SLR, compact camera and iPhone you can have a separate application open up for each when you plug them into your Mac. For instance, I have my Nikon SLR open up *Aperture* and my Olympus compact starts up *iPhoto*.

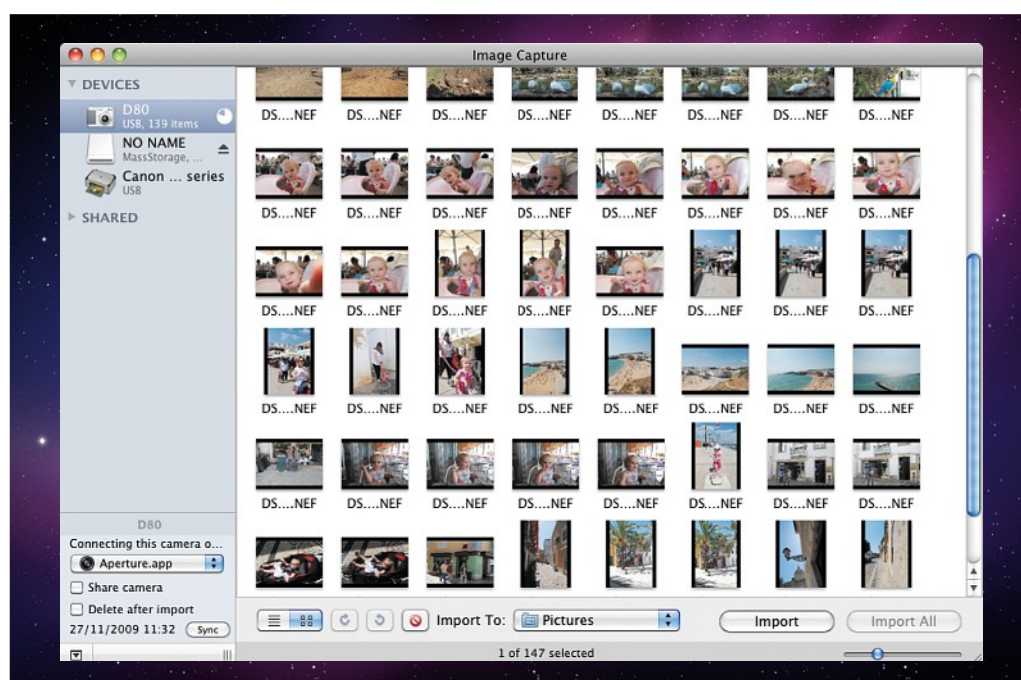
If you want to take it to the next level you can even use *Image Capture* to organise all your images manually. All you have to do is simply

choose a folder on your Mac and use *Image Capture* to import your pictures. It's less automated than *iPhoto* or similar, but then I really like having the simplicity of organising my images in folders.

As time goes by

Perhaps more interesting is the ability to use *Image Capture* as a time-lapse controller. Many cameras have the ability to be controlled by your Mac, but only a few come with the software to enable this feature. With *Image Capture* you can take an image by connecting your camera to your Mac by going to **File > Take Picture...** Here you can choose to take images manually by hitting the space bar or . If you want to set up a time-lapse recording simply select **Automatic** and choose a time delay in seconds, minutes or hours. You still have to select aperture and shutter speeds manually (if the camera allows), but as a controller it can be a lot of fun.

Image Capture may not be a particularly feature-laden tool like many Apple technologies, but it's a great one. You should check out this unsung hero of the Mac OS if you've never used it before. ●



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Customise Mac OS X

Fine-tune your Mac using built-in features, preferences and options

Quite often in our tutorials we show you how to improve your Mac experience by welding a handy add-on to your system. In this tutorial, we'll be working with a 'clean' setup, showing how built-in features offer plenty of scope for customisation, enabling you to tweak the Dock, *Finder*, your Desktop, shortcuts, and more.

Note that screenshots shown within this tutorial are from Snow Leopard. However, when functionality for something mentioned doesn't also exist in Leopard or is significantly different, we'll say so in the text.

System-wide changes

Some of the most dramatic changes you can make to Mac OS X centre around its appearance on a system-wide basis. The relevant options are found, appropriately enough, in the **Appearance** pane within *System Preferences* in your Dock.

By default, Mac OS X is fairly colourful – there are 'traffic-light' buttons at the top-left of each window, and selected text has a blue highlight. If you find these colours garish and distracting, you can tone things down a bit by selecting **Graphite** from the **Appearance** menu, turning the 'traffic lights' grey in a flash. You can also set the colour of

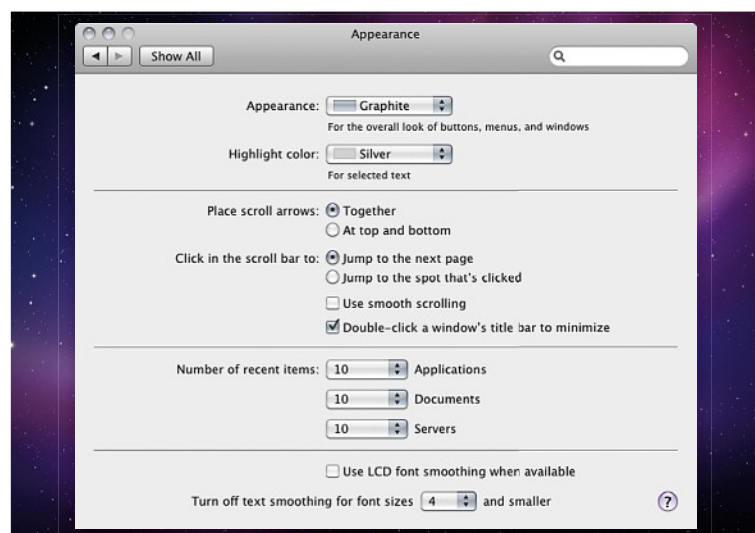
selected text to **Graphite** via the **Highlight** color menu, which also offers several other colours as well as an **Other** option for choosing a custom colour using the Mac OS X colour picker.

The next section of the pane determines how scroll bars are dealt with on your system. You can switch between scroll arrows being together or at opposite ends of the bars (as

they once were many years ago on all Macs); and you can also decide which action is performed when you click on a scroll bar – jumping to a specific spot in a document or moving through it in page-based increments.

One of the most apparent visual changes in OS X 10.6 Snow Leopard is the way font smoothing is dealt with. Under OS X 10.5 Leopard, the **Font smoothing style** option enabled the system to figure out which setting worked best with your setup, or you could override this and choose from one of five different options. **Standard** was described as best for CRT, while **Medium** was aimed at the now near-ubiquitous LCD-screens. Snow Leopard makes the assumption that almost everyone is using LCD-screens and therefore only has one checkbox: **Use LCD font smoothing when available**. Only uncheck this if you're still using an old-fashioned CRT monitor. Both systems also offer an option for turning off font smoothing for font sizes below a specific setting, although unless you're having problems with tiny text becoming unreadable, leave that option alone for now.

Functionality for mice and trackpads is regularly improved and customisable under Mac OS X.



The **Appearance** pane lets you to switch between the default look and a **Graphite** scheme.



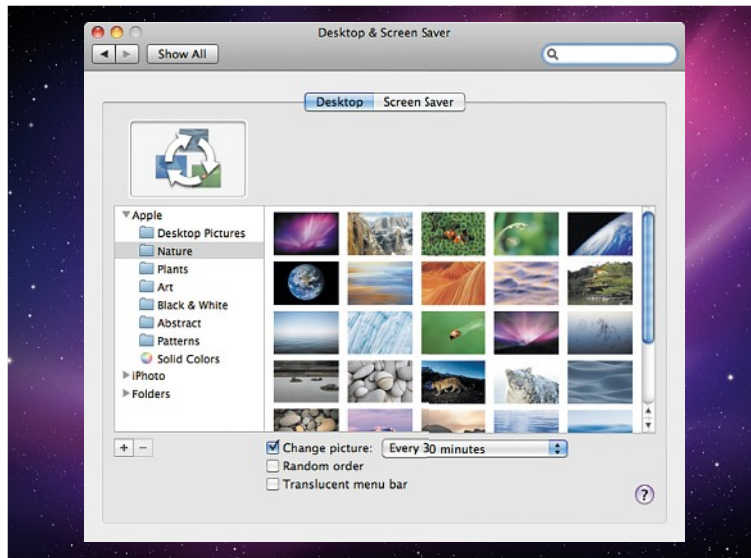
>> QUICK TIP

Finder hides all file extensions from view, unless you uncheck **Hide extension**. To force extensions to show, tick the first box in **Advanced** in its preferences (check the second to be warned before changing it).



>> QUICK TIP

A great thing about the Mac is its ability to work seamlessly with media. But if you work with applications other than the defaults, you might be frustrated with the apps Mac OS X opens when you insert media. Make new selections via the **CDs & DVDs System Preferences** pane.



Folder view options are contextual, updating as you change a Finder window's view.

The Desktop menu bar, Desktop and Dock are the other main system-wide components that can be customised. However, an important menu-bar-based option is curiously 'hidden' within the Desktop tab of the Desktop & Screen Saver System Preferences pane. Uncheck Translucent menu bar to make your menu bar solid, overriding the odd design decision Apple made in Leopard - the see-through menu bar. You might argue that this is a

question of taste, but complex backgrounds with lots of contrast otherwise make menu bar text a lot harder to read. We also think it looks odd to click on a semi-transparent

"Most apps on your Mac enable interface and behavioural customisation, and Finder's no exception"

menu bar and have rather more solid menus appear underneath.

Also in the Desktop tab are options for amending your Desktop's background. Select a folder from the left-hand pane and then an image on the right to switch your background (Aurora at the top-left of the Nature set is the default, should you want to revert). Alternatively, choose an image from your iPhoto Library (or Pictures folder in Snow Leopard) by selecting the relevant folder. You can randomise your Desktop image by selecting a folder and checking Change picture along with a time-span from the menu.

Customising your Dock

The Dock's options and appearance are controlled via its System Preferences pane (Dock) and/or by interacting with the striped Dock divider. Drag the divider to change the Dock's size (or use the System Preferences pane's Size slider) - holding $\square$ resizes in large increments. Change the screen edge the Dock's pinned to by $\square$ -dragging the divider or selecting the relevant Position on screen option. $\square$ -click the divider to access auto-hiding, magnification and minimise effect options, which also have equivalents in the Dock pane. Magnification is best left off unless you have so many items in your Dock that it has become tiny.

Now let's look in the Dock's Preferences pane. Note that in Snow Leopard, you get a Minimize windows into application icon option. When this is checked, windows minimise into their parent app's icon, not to the right-hand side of the Dock. They can then be accessed via Dock Exposé (click-hold an app icon in the Dock). The Animate opening applications option is available on both systems; untick this if you find the icon-bounce as you open an application annoying.

Now let's look at what you can customise in Finder. Like most applications on your Mac there are plenty of changes you can make to its interface and behaviour. In Finder's preferences, the General section enables you to toggle which types of volume (hard drives, servers, media) are displayed on the Desktop, and the Sidebar tab determines what items are shown in the sidebar. Don't forget, you can remove items by dragging

>> HOW TO / Unearth hidden settings

Every version of Mac OS X includes settings which, for reasons only known to Apple, aren't considered ready for prime-time. There isn't an 'official' interface for accessing these settings, so you need to fire up Terminal, with some commands at the ready, or use third-party software to access them.

Marcel Bresink's *TinkerTool*, available from www.bresink.com/osx/TinkerTool.html, is a free application that provides a user-friendly means of accessing the best of these hidden settings. Download, install and launch the application and you'll see a number of categories in the *TinkerTool* toolbar. Using these, you'll be able to access extra settings for **Finder**, **Dock**, **General**, **Applications**, and more. Most of our favourites centre around **Dock**: disabling the 3D glass



Activate the hidden settings on your Mac using TinkerTool.

effect, using transparent icons for hidden apps, and adding a stack for recent items. But **General** also houses some great options, notably the means to retarget screenshots from the Desktop to a user-defined folder, the ability to toggle the shadow when capturing a window via $\square + \square + \square$, and a setting to 'force' expanded **Save** and **Print** dialogs when using new

applications. In our experience, *TinkerTool*'s a very safe app to use, but always make sure you take a back-up of your system prior to messing around, just in case.

Also, note that via *TinkerTool*'s own **Reset** section, you can revert your Mac to its pre-*TinkerTool* state or even revert settings accessible via *TinkerTool* to their Mac OS X defaults.



The interface for keyboard shortcuts has been revamped for Snow Leopard.

them from any *Finder* window sidebar, and custom folders can be dragged to the Places section at will.

More Finder customisation

Menu items are required to access and activate some *Finder* options. View > Show/Hide Path Bar toggles the path bar, which shows the folder path to the currently selected item. Go to View > Customize Toolbar and drag the Path item to the toolbar, to provide another means of moving up the folder hierarchy. Other buttons are also available, if you want single-click access for creating folders, deleting files, and so on, rather than using the options in the menus.

For any folder, specific view options can be defined via View > Show View Options (also accessible via $\text{⌘} + \text{J}$). This window is context sensitive, and so options shown vary depending on which view is active in the chosen *Finder* window. For icon view, you can amend things like icon size, grid spacing, item label positions, whether

» HOW TO / Make the most of your Desktop menu bar

By default, Apple places several menu extras in the Desktop menu bar: *Time Machine*, Bluetooth, AirPort, Volume, Date & Time, and Accounts. (**Spotlight** also sits in the menu bar, but, like the ⌘ menu and text-based menus, this isn't an extra.) These mostly enable you to rapidly access options rather than opening up *System Preferences* to change a setting. For example, you can select a new network via AirPort, or change your system's volume setting via **Volume**.

Rather like *Finder*'s sidebar items, there's little point in leaving

default extras in place if you don't use them. To remove one, ⌘ -drag it off of the menu bar. You can also ⌘ -drag menu extras to the left or to the right to rearrange them. (Note that this isn't the case with all third-party applications that get put in the menu bar.)

Menu extras that you might find useful are also missing from the menu bar of a cleanly installed Mac. Fear not as these can be easily activated via the relevant pane within *System Preferences*. Some examples of these include: **Displays**, which enables you to

quickly and easily change your display's resolution; **Keyboard & Character Viewer** (via Language & Text > Input Sources in Snow Leopard and International > Input Menu in Leopard), which provides access to a window that shows your keyboard and the characters available when modifier keys are held down, and a **Characters** window, which enables you to access special characters; and **Spaces**, which provides an alternate means of switching between any spaces that you've set up.

"For icon view, you can amend icon size, grid spacing, item label positions and how items are arranged"

a preview is shown, and how items are arranged; you can also change a window's background, replacing white with black or an image. For list view, various columns can be toggled, and for column view the preview column can be disabled. Changes made to icon and list view options only act on the currently selected folder unless you click Use as Defaults, which makes your changes system-wide. If you want a folder to open in a certain

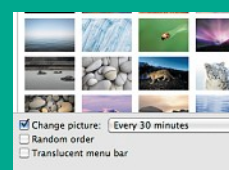
view all of the time, check Always open at the top of the window.

Within the General tab in *Finder*'s preferences, other behaviours can be modified: the central pop-up menu enables you to set the folder shown by default in new *Finder* windows, and the checkbox below determines whether opening a folder in *Finder* spawns a new window (this is off by default). You can turn spring-loaded folders on and off – with the setting active, a folder opens when you drag an item over it and hold it for a short while. This delay can be amended easily in the aforementioned General tab in *Finder*'s preferences.

Easier access

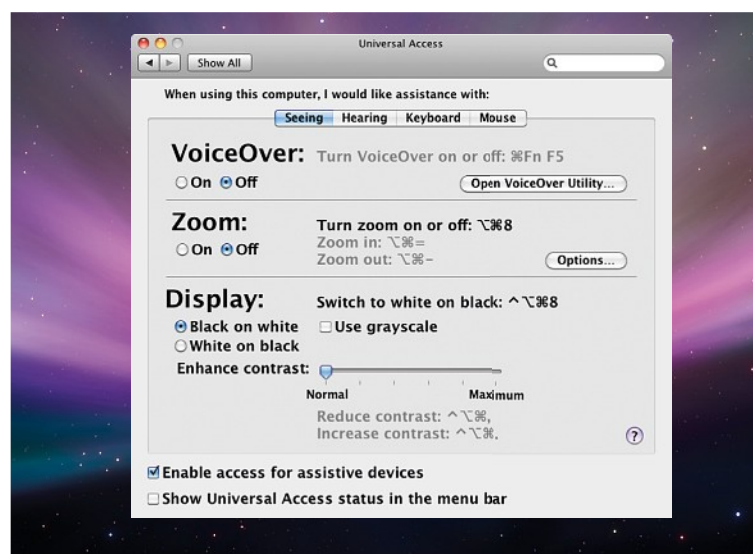
Some Mac OS X customisation options centre around access to information. In *System Preferences*, the Keyboard and Mouse panes (a single Keyboard & Mouse pane in Leopard) enable you to define keyboard shortcuts and mouse actions. Available Mouse options depend on your hardware – with the new Magic Mouse, for example, you can set which side of the mouse activates the secondary click and define screen-zoom options. As with most modern mice, you can also choose your tracking speed (the speed the cursor moves as you move your mouse), scrolling speed (for scroll wheels) and double-click speed.

The Keyboard tab in the Keyboard pane enables you to disable the media keys on new Apple keyboards, reverting them to standard function keys, and the Modifier Keys button is



» QUICK TIP

If you like regularly changing your Desktop picture, but don't want it to change while you're working (which can be a distraction, especially if the rotation frequency is high), you can set it to update when you log in, or when your Mac wakes up from sleep.



Universal Access assists users with disabilities relating to sight, hearing or mobility.

>> HOW TO / Streamline a standard version of Mac OS X

**01 Default setup**

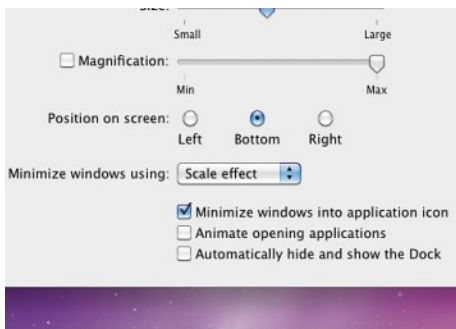
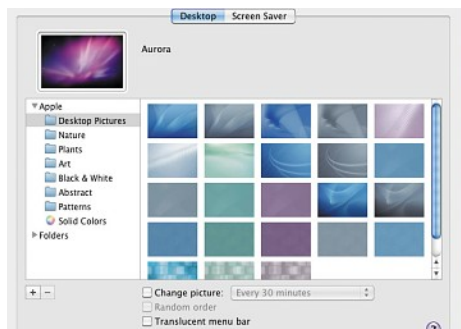
When your Mac first launches, you'll see something like the depicted screenshot. The basic setup attempts to cater for everyone, but in doing so there's excess clutter, and some important and useful things are missing. Some of the settings are also awkward and unwieldy.

02 Fix Finder windows

If you don't have an iDisk, drag that shortcut from the sidebar. Under **Places**, remove items you don't care about and drop in folders you want quick access to. Go to **View > Show Path Bar** to add a path bar to *Finder* windows that enables quick access to parent folders.

03 Remove Desktop clutter

Open *Finder's* preferences from the *Finder* menu and select **General**. Uncheck all of the Desktop items. It's quicker to access volumes from *Finder* sidebars than waded through application windows or mess around with *Exposé* to unearth them.

**04 Amend the menu bar**

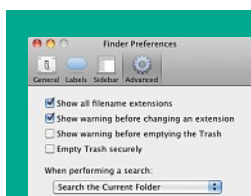
Mac OS X's semi-transparent menu bar lets backgrounds show through, but makes menu bar text less distinct. To make it solid, go to **System Preferences > Desktop & Screen Saver > Desktop**. Uncheck **Translucent menu bar**.

05 Define minimise options

In **System Preferences**, select **Show All** and then **Dock**. Set **Minimize windows using** to **Scale effect**, check **Minimize windows into application icon** (Snow Leopard-only), and uncheck **Animate opening applications**.

06 Streamline your Dock

Remove unwanted Dock icons. **⌘-click**-drag the divider downwards to reduce the Dock's size. **⌘-click** stacks and set **View content as** to **Grid** or **List**, depending on the stack, **Display as** to **Folder**, and then **Sort by** to **Name**.



>> QUICK TIP

Restrict **Spotlight** searches to the current *Finder* folder, in Snow Leopard, by setting **When performing a search** to **Search the Current Folder**.

for disabling modifiers or switching their roles. For example, Windows switchers who keep hitting **⌘** rather than **⌘-F** can use this pane to swap the keys' functionalities.

The **Keyboard Shortcuts** section is for defining and editing keyboard shortcuts. In Snow Leopard, the pane is split into sections, but the functionality in Leopard is much the same. Double-click an existing shortcut and type a new one to change it. To create a new shortcut, click the **+** button, choose an app, type in the **Menu Title** field the exact name of the menu command, and type your shortcut in the **Keyboard Shortcut** field. Click **Add** to finish.

Keyboard & Text Input in Snow Leopard (**Keyboard Navigation** in Leopard) offers some interesting shortcuts. When they are active (they may need turning on as a whole in Leopard – use **⌘ + (F1)**), you can move focus to the menu bar, Dock, the next window, the toolbar, a floating window and status menus, all via the keyboard rather than the mouse.

“For the sight-impaired, VoiceOver activates the screen reader, and Zoom enables the screen to be zoomed”

Finally, the **Universal Access** pane provides good access for assistive devices, along with some options to help disabled users more easily use their Macs.

For the sight-impaired, **VoiceOver** activates Snow Leopard's screen reader, and **Zoom** enables the screen to be zoomed. Your display can also be desaturated or reversed. For hearing-impaired users, screen flashes can be set to replace alert sounds. And the **Keyboard** and **Mouse** sections provide options if you have difficulties pressing more than one key at once, with repeated keystrokes or with mouse usage.

Craig Grannell

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Find your way around geotagging

Adding location info to your photos, or geotagging, sounds so simple, yet it can be a daunting prospect to the uninitiated, but, when it works, it gives you unprecedented power and flexibility. How? **Christopher Phin** finds out...

Photography by
Dave Caudrey



By now, most of us are used to the idea that metadata (data about data) is stored automatically with our digital photographs. For years, digital cameras have been embedding information such as the date an image was shot, what focal length, shutter speed, ISO and the like were used, invisibly in JPEGs and other image formats. It's valuable stuff, whether you're simply trying to remember exactly how you got that shot, analysing how you can improve, or want to build smart albums in *iPhoto*, or whatever software you use to organise your images based on matching criteria.

There's always been one pretty obvious omission, however: as a rule, where you were geographically when you pressed the shutter was never recorded. That's not because of a failure of technology – the EXIF metadata standard has long had support for this kind of location information in its fields. It's simply because determining where you are on the

planet isn't easy. Of course, there's nothing stopping you tagging on this information manually – *Lightroom* and *iPhoto '09* let you do this – but that's a pain, and prone to inaccuracy.

The solution, therefore, is to use the Global Positioning System; yes, we're talking about the

"For years, digital cameras have been embedding information such as date, focal length, shutter speed, ISO and the like..."

thing that powers your car's sat nav, scanning the skies to see which satellites are visible, then using trilateration allied to very precise time signatures to work out exactly where you are. The system of satellites we use was originally put into orbit by the United States Department of Defense; it was only at the beginning of the

century that the system was opened up for civilian use. (There are some firm plans to install competing networks of satellites; the European Galileo system is due to be operational by 2013, and China, Russia, India and Japan all have plans to implement regional or global variants themselves.)

Getting to grips with GPS

There are problems, however. The first set is to do with the GPS system itself. It's complex, and can be difficult to get a lock on the orbiting satellites. Some simple in-car sat navs, for example, download a little packet of so-called ephemeris data when you plug them into your Mac to update them; this data tells it where it should expect to find the satellites in the sky at any given time. The iPhone 3G and 3GS uses a more sophisticated system called Assisted GPS (A-GPS). It gets a rough location fix by triangulating cellphone towers and WiFi hotspots, then pings an A-GPS server to ask

GPS hardware

A quick lowdown on the latest GPS gadgets

Want to get geotagging? You could always buy a camera that has GPS built in. Early models that we tested – such as Nikon's COOLPIX P6000 – were shocking at getting a lock on the satellites, though we were delighted to note that the Samsung ST1000 (reviewed in issue 215) did a terrific job of pinpointing its position and embedding that info in a format that *iPhoto* and Flickr understood.

The most flexible option, though, and the one that's usually cheaper – especially if you've invested already in a high-quality camera – is to add an external camera GPS receiver. Though some solutions can write the data directly to the files, most work independently of the camera. They simply note where you are throughout the day, then match where you were at a given point with the time of capture recorded in the photo's metadata. Jobo's photoGPS, reviewed in issue 207, sits on the camera's hot shoe and notes when a shot is fired. Most need to be connected up to your Mac to do the matching, though the ATP GPS PhotoFinder has a hardware box that you insert your memory card into after shooting to have the location information written into your photos' metadata.

Eye-Fi, the company that produces the SD cards with built-in WiFi, also makes one that will geotag, but it's based on the much less accurate Skyhook system that triangulates your position based on the location of WiFi hotspots, so will only work properly in urban areas where many WiFi hotspots exist.

>> DOS & DON'TS

- ✓ Do allow adequate time for your GPS to get a decent lock
- ✓ Do remember that geotagging is most reliable with JPEGs
- ✓ Do pack a few extra batteries; GPS is power-hungry!
- ✓ Do share your geotagged shots on Flickr; it's a great worldwide resource
- ✗ Don't forget that you can also geotag manually with most programs if you want
- ✗ Don't expect GPS to work indoors
- ✗ Don't expect a fast lock when it's cloudy or raining



Some devices – even the iPhone, with the right apps – can spit out a trail that you can use to tag photos.

Be cautious, however, as few solutions play nicely with RAW files; the photoGPS is one we've tested with the CR2S files produced by Canon SLRs, and it works fine, though the geotags are added as an XMP sidecar.

The third option is to use any old GPS device. We're not talking about in-car systems, but rather the kind of handheld devices hikers and mountaineers use to track their location. They're usually rugged, power-efficient (thanks in part to a mono screen) and cheap.

These record your location throughout the day too; the beauty is that most will spit out their trails and waypoints as an industry-standard GPX file, which again you can use to geotag your images. In many ways this is the best solution, as the independent software packages you'd use to marry the GPX data to your photos' metadata is reasonably mature, and many deal happily with the more established RAW formats. One of the best Mac apps for this is *HoudahGeo* (www.houdah.com/houdahGeo), which exports geotagged images as a trail ready for viewing on Google Earth, complete with embedded thumbnails.

Some phones or PDAs may have the ability to record and export GPX files too; if you have an iPhone 3G or 3GS, for example, *Trails* (available from the App Store) and many other apps will periodically note your location and offer to email the GPX file to you, ready to be used with an app such as *HoudahGeo*. Remember, however, that hammering the GPS could kill the iPhone's already meagre battery life. Consider a battery add-on such as the Mophie Juice Pack.



Happily, some newer cameras, such as this Samsung ST1000, geotag their pictures well.

where the satellites should be before looking there and getting a fix. It sounds like a ridiculously convoluted and time-consuming process, but in fact it speeds up getting a lock by many, many times.

Regardless of how the system begins to get a fix, factors such as overhanging foliage, tall buildings, even cloud cover can interfere with the signal and the final lock's accuracy, and of course it's almost impossible to get a fix if you're indoors.

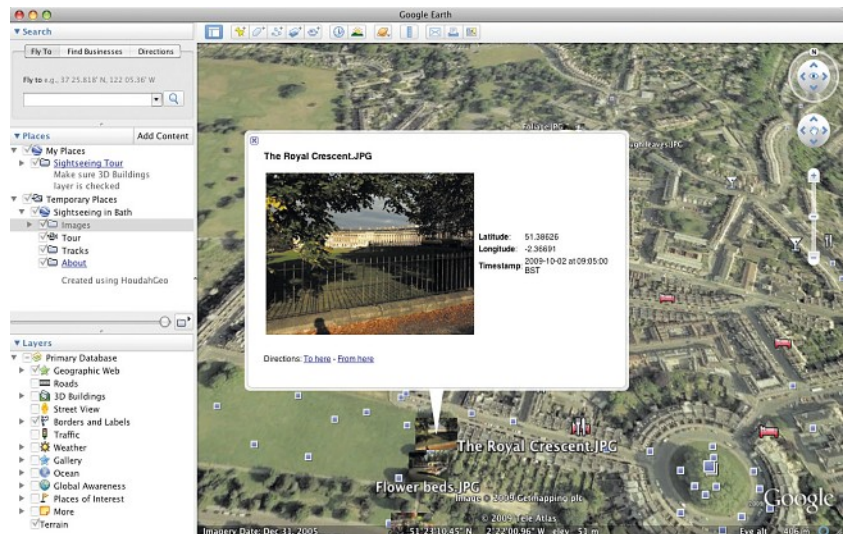
Then there's power. GPS is greedy for the stuff, and running a GPS system can drain batteries very quickly – not something you want when you're out in the field. You can save power by sleeping the GPS circuitry when it's not actively being used, but that often means it has to work just as hard to get a lock again.

Despite all this, however, GPS remains the best system we have for automatically recording where images were shot, but as far as photographers are concerned, it's still a very young industry. Few cameras currently have GPS built in – see page opposite – which is likely due to the technical challenges involved, the cost of integrating the circuitry and, above all, the relative lack of demand from the public.

Geotagging for all

But we should be demanding it. At every opportunity, with every customer satisfaction survey, and every time we walk into a camera shop, we should make it clear that cameras that don't have the ability to 'geotag' photos are yesterday's news. Here's why...

Once your pictures have their location handily embedded in them, not only will you never forget where you took that nifty landscape or that cool macro shot, but you can also do a whole lot more with them. Geotagged pictures uploaded to Flickr, for example, are automatically placed on a map. This then enables you and others to explore the world just by looking at these photos. You can tie them to trails on Google Earth, showing people – be it friends or clients, say – where you've been and what photos you shot along the way. It might not be ideal for everything, but it's certainly a fun, different way to share



HoudahGeo lets you create a photo trail that can be viewed in Google Earth – great for sharing holiday snaps!

your photos, and because the KML files that *HoudahGeo* (see Get Sharing box, below) spits out have thumbnails embedded, you can easily send a single file to friends.

You can create smart albums in pretty much every photo management app, enabling you to automatically pull photographs into an album that were taken at your local beach, say. And of course you can add other criteria so that you could show only the very best of your shots taken, say, over at your parents' house at Christmas. Rather than you manually having to keyword everything, the locations would be tied into the pictures automatically.

As the market stands in early 2010, geotagging pictures remains niche. No camera manufacturer makes an SLR with built-in GPS circuitry – so we have to resort to the kind of Heath Robinson affair as discussed on the page opposite – and the technology itself is still very young and not yet optimised for the needs of photographers. Still, it's too useful a system to remain niche for much longer, so we'll keep an eye on the market, and remember that you can get stuck in even now. ●

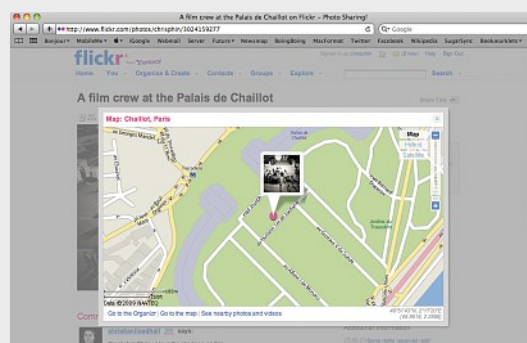
>> DID YOU KNOW THIS?

GPS trilateration involves calculating the intersection of three spheres (the distance between three satellites) and using the result to determine your position, speed and elevation.

>> GET SHARING / Flickr and beyond

In the first 24 hours after photo-sharing site Flickr added geotagging support to its feature set in August 2006, 1,234,384 pictures were geotagged. While it's fair to assume that many of these were hand-tagged, the rise of automatic geotagging in the years since means that many millions more will have had location data associated with them. Now not only can you search for photos taken at a particular spot – and add in other tags and search terms, drilling down to Creative Commons-

licensed content and more – but you can also browse and see photos near your own. Geotagged pictures have an easy-to-miss 'map' link under the **Additional Information** sidebar: see www.flickr.com/photos/chrisphin/3024159277 for an example. You can explore the entire world of geotagged images on Flickr at www.flickr.com/map, or use an iPhone app such as *Darkslice* to explore photos taken near you. It's great for when you're on holiday in an unfamiliar area, and can



Flickr supports geotagged images; explore the world from your desk!

even suggest places to visit and things to do. If you're exporting to Flickr from

iPhoto '09 and want to ensure your geotagging info persists once your photos

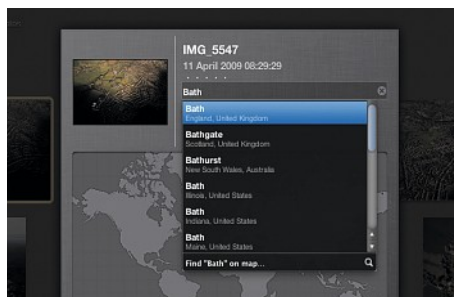
are uploaded, remember to check the option in *iPhoto*'s preferences to **Include location information for published photos**.

Google Earth supports the KML format, which displays a trail on a map along with embedded, geotagged image thumbnails; it's a great way to share photos with friends, who can see your photos and where they were taken. *HoudahGeo*, for example, outputs KML or KMZ (a zipped version) files to be shared with anyone who has Google Earth installed.

Geotagging in iPhoto '09

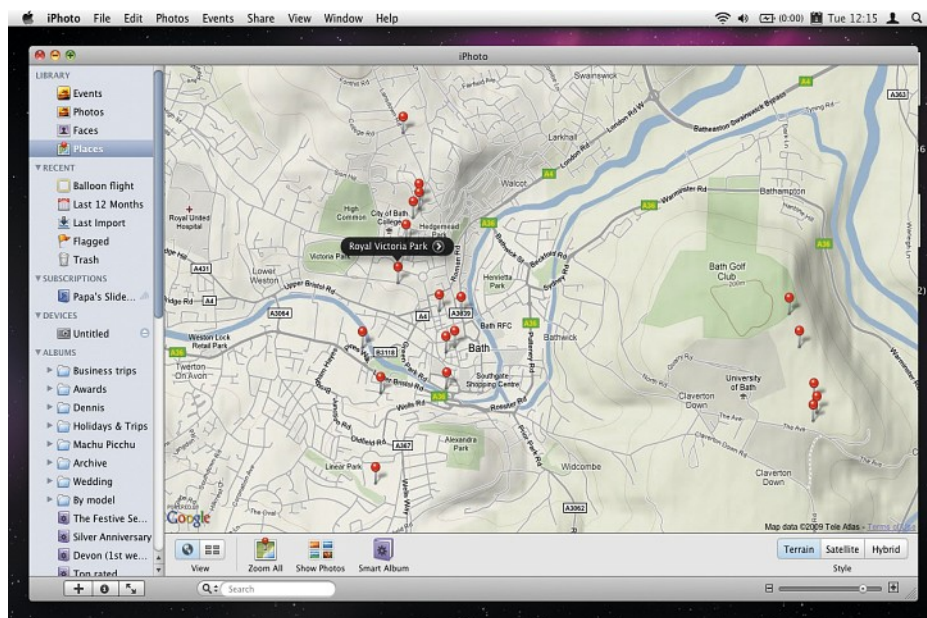
Most photo-management apps these days can read and use existing geotags embedded in image files. So if you're lucky enough to have a camera such as the iPhone 3G/3GS or Samsung's ST1000 that captures location info when you press the shutter, or have knitted info into shots you took with a standalone camera using an app such as *HoudahGeo*, once you've imported your shots you can do lots with that data.

iPhoto '09 added the ability not only to read this information and use it to display photos on a map, but also to write it into files too. We show you how to add locations to photos that don't already have it embedded. Also, we suggest how you can use geotagged images.



01 Add your location

To add location information to a photo, select an image or **Event** and hover over the bottom right. Click the **i** that appears then type a location. Select the town/landmark for rough fixes, or select the last entry. Find it on the map in order to place the location more accurately.



>> QUICK TIP

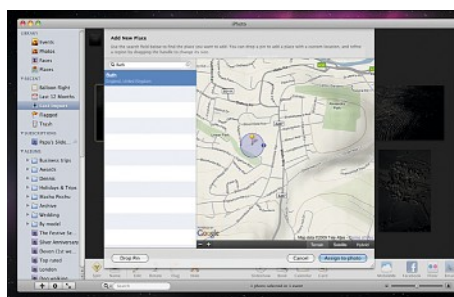
At the left of the maps toolbar is a split button that defaults to a globe. If you prefer to see your geotagged pictures in a list rather than on a map, click the right of this button; a column view appears to let you drill down through locations.

05 On the map

Select the **Places** entry at the top of the leftmost pane in *iPhoto*, and all your geotagged images are shown on a map. Scroll your mouse in to zoom.

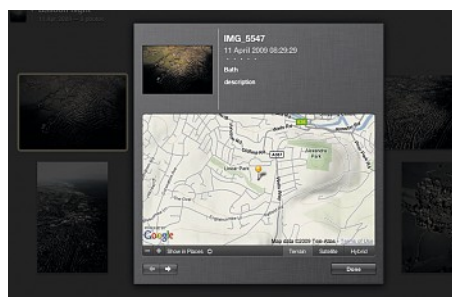
Click on a pin to get a pop-up that tells you where it is, or click the right-pointing arrow from this pop-up to show all pictures taken at that location. If you're looking at an area like the example here that has lots of pins on the map, and want to view them all, just click the **Show Photos** button in the toolbar below the map.

And don't forget that you can toggle the map style as well; use the buttons at the right to switch between the default **Terrain**, **Satellite** and **Hybrid**.



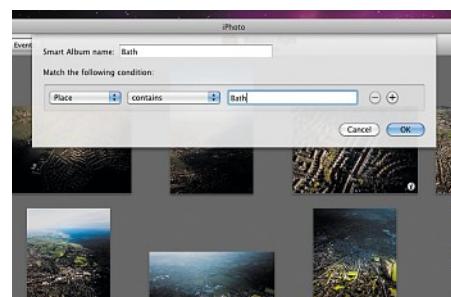
02 Pinpoint your places

Zoom and pan the map, and drag the pin to get a precise lock; you can drag the 'accuracy circle' to make the fix more or less precise. When you're done, click **Assign to photo**. You can **Drop Pin** to add favourite locations for easy reuse later.



03 Get info

Once you've pinned your photo or **Event** on the map, its location will be shown in its **Info** window. You can show this at any time by, again, hovering over the picture and then clicking on the little **i** (in a circle) that appears at the bottom right.



04 Create Smart Albums

Now that your images have their location information embedded within them - whether manually or automatically - you can begin to build **Smart Albums** that exploit it. You don't have to remember arcane coordinates; *iPhoto* should know what you mean. ●

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Q&A

● HINTS & TIPS ● TROUBLESHOOTING ● EXPERT ADVICE ● ESSENTIAL INFO

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>> ASK LUIS A QUESTION

Got a problem with your Mac? Then why not send your queries to Luis at macformat.help@futurenet.com and see if he can help.

"Another way to import video using Final Cut"

Q In issue 214, you stated that *Final Cut Express* cannot import AVCHD files from an external hard disk. I have a Panasonic TMC300 solid state HD camcorder and have discovered a way round this problem.

The directory structure on the Panasonic consists of video files in a folder labelled **PRIVATE** and then a subfolder, **AVCHD**, which contains three further folders: **AVCHD1008**, **BDMV** and **IISVPL**. If you copy the entire **PRIVATE** folder to an external drive, open **Log & Capture** in *Final Cut Express*, then point to the **PRIVATE** folder, *FCE* will show the clips with thumbnails as though a camera is connected.

One word of warning: before transferring the files, make sure all bad clips are deleted using the in-camera controls; the camera will update the directory structure. If it's done after the transfer, the files will be inaccessible to *FCE*.

Tony Leggett

Tony discovered how to import AVCHD files from an external drive into Final Cut Express.



QuickTime X will play many file formats natively, but you'll need Flip4Mac to handle WMVs.

A I'm not sure if this method will help for the MTS files Ted Keen had previously archived from his camcorder. I think he will still need *Voltaic* (www.shedworx.com) for that, as I originally mentioned. But for future transfers, your technique is undoubtedly superior, so well done for figuring this out!

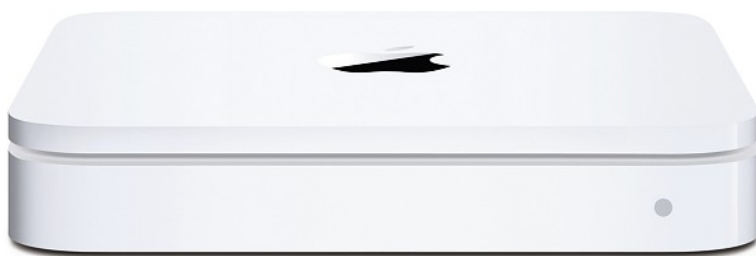
"Where has my QuickTime X gone in Snow Leopard?"

Q I have recently upgraded from Leopard to Snow Leopard, but there seems to be no sign of *QuickTime X*. If I try to open a WMV attachment in an email, the *QuickTime* icon appears in the dock, but all I get on the screen is a black rectangle and nothing plays. If I try to open *QuickTime* from **Applications**, nothing happens.

Christopher Wedlake

A The problem is that Windows Media Video, or WMV, is not a single video format. Rather, it's a container format that may be wrapped around one of several video codecs - the algorithms that actually specify how the video is compressed.

The *QuickTime 7.x* that came with Leopard supported all of the WMV codecs, but *QuickTime X* isn't a simple upgrade. It's a sort of *iMovie*-style rewrite that dramatically improves the things that Apple thinks we do most often, but drops support for some other things (presumably in the interests of performance and stability). Most WMV files will still play, but some will either show a black screen or not be recognised as video at all. If you reinstall the latest version of *Flip4Mac* (installing Snow Leopard will have disabled your previous version, if you had it installed) you should regain the ability to play all WMVs. If *QuickTime X* doesn't launch



Backing up one partition onto another on the same drive isn't a very safe practice.

automatically, this may be due to the surrounding code on the web page that's hosting the video file. Try dragging the video icon to the *QuickTime* icon in the Dock.

"Do I need Time Capsule in these circumstances?"

Q I'm running Leopard on a 2005 version iMac Power PC G5. The hard disk is only 80GB and is almost full - hence I need more capacity. I've also just bought an iPod touch, which I want to set up for WiFi. The iMac is AirPort Extreme-ready. I have a broadband internet connection with Orange.

I've been thinking that I should buy the 1TB Time Capsule to sort out both my needs - together with a separate Airport Extreme card to slot into the body of the iMac. Does this seem like a good idea? When Time Capsule is running, do I simply 'lift and drop' a number of files from my iMac into Time Capsule, thereby freeing up the iMac's hard disk capacity? Or is it possible for me to actually upgrade the hard disk inside the iMac?

Richard Lamberti

A The Time Capsule will definitely do all the things you need it to. There are two disadvantages to this approach, though. The first is that the Time Capsule won't back itself up, so whatever files you migrate to it, the 1TB disk will be unprotected. You can get around this by partitioning the Time Capsule disk and putting your media files in their own partition. But this would mean that your data and the backup would be stored on the same drive. If the Time Capsule disk fails then you lose your data and backup in one go.

The other disadvantage is that your files will only be accessible over a WiFi

connection, which is much slower than USB or FireWire. How much of a problem this would be depends on how much you access the files.

Though it's tempting to treat Time Capsule as a single magic box to solve all your storage problems, it's better to use devices for their intended purpose. Use a Time Capsule for backup and WiFi connectivity, but get a separate external disk to expand your working storage. You could connect this to the Time Capsule if you want it to be accessible to more than one computer, or to your iMac for the fastest possible connection.

"Time Machine can't 'see' my WD hard disk"

Q I recently bought a Western Digital MyBook Studio Edition 500GB external hard disk for my *Time Machine* backups. The WD drive works fine once I get it going, but every time I shut down the iMac and switch it on again, the disk fails to start properly and is not recognised. I have to unplug it from the power supply for a few moments then reconnect it. After that it starts up, the iMac recognises it and everything runs fine again. Is there any solution to this problem?

Jim Bruce

A I have a MyBook drive that occasionally does this as well. Perhaps one boot out of 30 it won't be recognised. There's a smattering of confirmation of this problem on various tech forums, but it's by no means a common fault. Intermittent glitches are always really hard to resolve, but since yours is consistent enough to manifest the problem every single time you use it, I suggest you get the drive replaced or refunded under warranty.



Backup just a moment

Bill Gallop



There are a number of different ways of making a backup of your Mac. You could manually copy your documents to a CD-R, but you would then have to install Mac OS X on a replacement drive, install all your applications, update everything, copy your documents back from the CD-R and go through setting all of your preferences again. For most of us, however, time is a commodity. So are there speedier solutions out there?

Traditional backup programs such as *Retrospect* take the approach of backing up the items you specify to some medium and then backing up any changes to that medium on a scheduled basis. In order to work out what changes have been made, *Retrospect* needs to compare what it has backed up with what is currently on the disk, and this can take a while. Also, if you had a disaster and needed to replace your Mac's drive, you would then need to restore everything from *Retrospect's* backup. Depending on what medium you backed up to and how long it is since you last did a full backup, this can take a lot of time.

Time Machine is integrated into the Mac OS and uses a technology called FSevents to check when a directory on your Mac has changed. If it's a folder that *Time Machine*

"Time Machine is integrated into the Mac OS and uses a technology called FSevents to check when a folder changes"

will be backing up it can quickly check to see what files have been changed, rather than having to scan the whole drive for changes. *Time Machine* is quick to find the files that need to be backed up and restoring a single file can also be relatively quick. To restore a full system from a *Time Machine* backup, you can boot from your install DVD and then from the **Utilities** menu choose **Restore System from Backup**.

The downside of both *Retrospect* and *Time Machine* is how long it takes to get up and running again if you have a hard drive that dies on you. With both programs, you have to restore your data before you can get back to work. An alternative is to create a copy of your drive with all your data, the OS and programs on, which you can start your Mac up from. Using either *Carbon Copy Cloner* or *SuperDuper*, you can create a clone of your Mac on another drive, and if your hard drive fails, all you need to do is boot your Mac while holding down the $\square$ key and then select the backup as your startup disk. You may not have a backup at this point, but you're out of a sticky situation.

Bill is Mac Solutions Consultant for Equanet (www.equanet.co.uk). Each month he will share his knowledge with you, from upgrading your operating system to the advantages of RAW files.

>> QUICK TIP

When you can't find your Apple Remote control, there's no need to go digging through the **Applications** folder to start *Front Row*. Simply hit **⌘ + ⌘**.

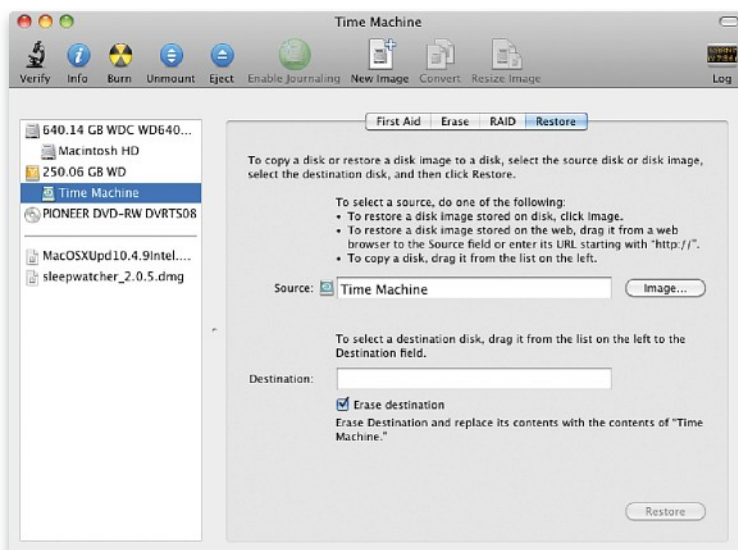
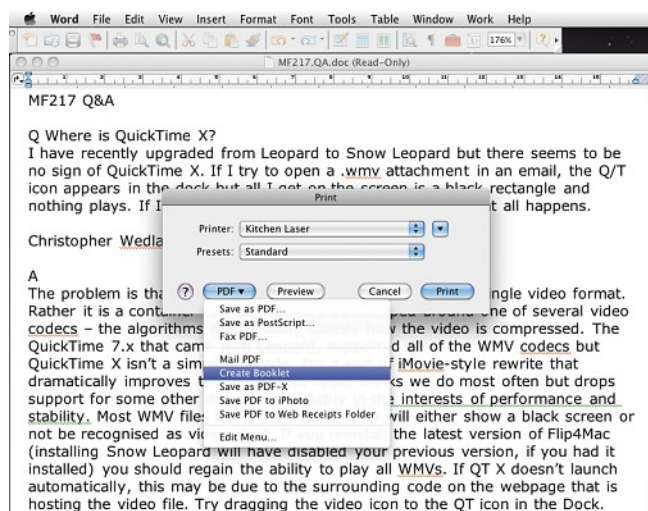
"Can booklets be made of Cocoa in Snow Leopard?"

Q I produce a quarterly magazine for a club. Before I installed Snow Leopard, I successfully used the program *CocoaBooklet* to produce the booklet. I now find that I'm unable to do this with Snow Leopard. Is there a possibility that this problem will be addressed by Apple in the fairly near future?

Frank Miners

A I wouldn't look to Apple for a solution. CocoaJava has been permanently removed from OS X as of 10.6. I've just spent an hour trying to piece together in my mind what CocoaJava actually is, but beyond establishing that it's a programming interface that bridges the Cocoa development environment with the

CreateBooklet is a handy replacement PDF printing service for OS X 10.6 users who miss *CocoaBooklet*.



That little tick box initiates block-copy mode - essential for moving Time Machine backups.

Java language (which you probably could have guessed from the name), I'm no nearer to grokking it. However, whatever it is or was, *CocoaBooklet* (www.iconus.ch/fabien/) relied on it and so it won't run under Snow Leopard until the author of the app gets round to rewriting it.

However, I have found *CreateBooklet 1.1* (web.mac.com/vogelbusch/), which might do the job. It's definitely Snow Leopard compatible, anyway!

"Why does 'Erase Destination' help transfer TM files?"

Q In issue 213 you showed how to transfer Time Machine files. Just what I needed - except I kept getting a 'Not Permitted'

response. In my frustration, I deleted all the old files and started anew with a larger disc. A few days later I made another attempt with the 'new' Time Machine files but I got the same response, until I ticked **Erase Destination** (to a clean disc). It finally worked! Why?

Gerry Wood

A Time Machine only backs up files that have changed since the last backup. For files that haven't changed, it simply creates a hard link that points back to the last 'actual' copy of the file on the Time Machine volume. This saves a lot of space while still enabling each Time Machine backup to look like a complete copy of your disk. But hard links aren't just aliases. They're direct pointers to the actual storage space that file occupies on the disk. This

>> MACFIXIT TIPS / Snow Leopard: iChat restricting minimum chat window width

Users may experience an issue regarding the minimum width of a chat window in OS X 10.6.2 Snow Leopard's *iChat*. The issue seems to restrict the window size to approximately 384 pixels, which some users may find too large for their needs (especially when working on the screens of smaller notebooks).

Apple Support Discussions user 'palpac' reports: "I just upgraded from 10.5.8 to 10.6.2 and I noticed

that *iChat*'s chat window has a minimum width of 384 pixels (that's too large for me). I can't resize below that, but on OS X 10.5.8 I didn't notice any resize problems with *iChat*."

Attempts to perform other troubleshooting methods, including deleting the **com.apple.iChat.plist** file from **Home/Library/Preferences**, repairing permissions, changing screen resolutions, and even

starting *iChat* in 32-bit mode, all proved fruitless.

This issue seems to be related to language settings in Snow Leopard. After changing the language setting from their native language (not disclosed) to English, logging out and logging back in, the issue corrected itself.

If you're experiencing this issue and have a different native language running on your Mac, you can easily change the

language to English by following these directions:

1. Open System Preferences > Language & Text.
2. Drag **English** to the top of the preferred languages list.
3. Log out and back in or restart your Mac.



means that the filing system will treat a hard link exactly as if it was the original file; in effect, the file simply has two names. So when you try to copy your *Time Machine* backup set, all of those hard links get resolved to the original files and OS X tries to copy a complete archive of every single file on your disk for every backup in the set. This gets very big, very quickly, so *Disk Utility* simply won't let you do it.

Tickling the **Erase Destination** box works because, in this mode, *Disk Utility* isn't actually copying files at all. Instead it copies disk blocks at a layer of abstraction below the filing system. So files, folders, hard links and empty space are all treated the same: it's just blocks of ones and zeros being faithfully copied across. It's like photocopying a page instead of reading it and transcribing it. Block copying stops the hard links from being expanded into duplicate copies of the files they point to and the clever space-saving structure of the *Time Machine* backup set is preserved.

"Should I upgrade to Snow Leopard or just reformat?"

Q Last year I bought a refurbished iMac. I got a higher-grade iMac than I ordered, so I'm not complaining: a 3.06GHz processor with 4GB of RAM and an 800GB hard disk, the highest spec iMac! So I have OS X 10.5 and would like to upgrade to Snow Leopard, but I'm a little taken back

» MACFIXIT TIPS Finder not opening double-clicked files

Some users are experiencing an issue in *Finder* where files won't open when double-clicked. After upgrading to Snow Leopard, these users report that they experience the problem intermittently. Files no longer open in their default application, though using the program's **Open** function works fine.

Apple Support Discussions user 'marminio' reports: "Since I upgraded to OS X 10.6 Snow Leopard, intermittently I have been unable to double-click some items to open them in their default programs. I can, however, go into their application and open them via **File > Open**."

"If I double-click an item with its default program open, nothing happens. If I double-click an item and the program isn't open, the program bounces in the Dock yet doesn't open."

"It's the same for DMG files. If I download them, I can only open them using *Disk Utility*. These

problems are not present when I boot up - they only happen at some point later. A restart fixes the problem though."

Many users report this issue occurring particularly while they're using *Microsoft Word*, as well as when they're attempting to open DMG, PDF, zipped or archived files. ASD forum poster 'mattykMPLS' writes:

"At first I thought it was just attachments in emails not opening correctly... Then I discovered that double-clicking, or right- (⌘-) clicking and choosing **Open**, or **Open With**, didn't do anything. If the default program for that file is open, it will take you to the program but it won't open anything. I've found this to be a problem with PDF, DOC, DOCX and JPG files."

Attempted solutions include deleting the **com.apple.Finder.plist** file, repairing permissions, relaunching *Finder*, or restarting the computer. While restarting seems to work for most users, it

isn't a great solution for maintaining an efficient workflow. However, one user discovered that the issue may be related to special characters in the file name, blocking *Finder* from opening the file. User 'msabatino' suggests looking for files with the # symbol or any other special characters, and renaming those files.

Another user suggests that a solution may be related to the click speed of the mouse/trackpad button you're using. Changing this option to its slowest setting seems to have fixed the issue for at least one user. To adjust this setting, navigate to **System Preferences > Trackpad** (or, if you use a mouse, **Mouse**) and move the **Double-Click Speed** slider to the far left (**Slow**).



that I should install from *Disk Utility* and **Erase** with zeroed-out data, and so on.

Do I really need to go down this path? If I do, then what about all my applications such as *CS4* and *Microsoft Office*, and other

downloaded software like *Toast*. Will they all have to be re-installed? I have a 1TB hard disk that's used for *Time Machine*.

Fergul McClean

A Lots of people will tell you that a "fresh start" is the best way to upgrade your OS. But in my view, they are confusing the psychological sense of unburdening that comes with a blank slate, with any measurable performance gain. You most certainly can run Snow Leopard as an upgrade install and my recommendation is that you do this, at least to begin with. This is the quickest, simplest and safest way to upgrade. If you later decide that you're intolerably weighed down by whatever legacy baggage you're dragging from previous versions, there's nothing to stop you wiping the disk and starting again to compare. You'll have a *Time Machine* backup of the (baggage-laden) upgrade install by then, so you can always roll back if you really feel the need.

» QUICK TIP

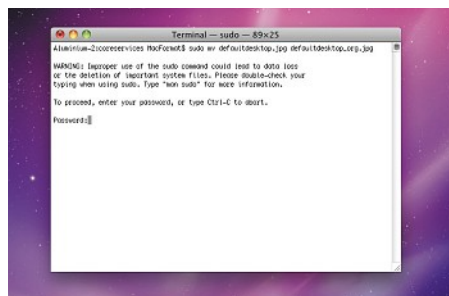
Limit access to the iTunes Store for younger members of your family by logging in with their username, opening **iTunes > Preferences** and clicking the **Parental** tab.



When upgrading to Snow Leopard, reformatting first isn't really all that necessary.



» HOW TO / Change Snow Leopard's log-in image



01 Bored of Aurora?

The Aurora image that is the default for the Snow Leopard log-in screen is very pretty, but the chances are that eventually you will tire of it. When you feel like you're ready for a change, open Applications > Utilities > Terminal.

02 Swap images

Now type in the following commands into the *Terminal* window:

```
cd /System/Library/CoreServices
sudo mv DefaultDesktop.jpg DefaultDesktop.org.jpg
sudo cp /Path/to/picture/you/want/to/use/image.jpg
DefaultDesktop.jpg
```

03 Changing your mind

This creates a backup of the default image, in case you want to change back and then replace it with the file of your choice. Be ready with your administrator password - you'll need to supply it to perform the powerful **sudo** operation.

» QUICK TIP

Instead of just emailing a link to a web page, you can send a copy of the entire page, complete with graphics and links. Hit **⌘ + ⌘** in *Safari* to paste a page into an email.

"Can I split the iPhone OS into two accounts?"

Q I have an iMac, which is split into three user accounts: one for me, one for my wife and one for the charity that my wife runs. I'm thinking of buying her an iPhone for Christmas. Is it possible for the iPhone to be split into two accounts so that syncing to the

iMac via MobileMe will enable her to keep contacts, addresses and so on segregated and synchronised?

Colin T Pomfret

A I hope you did buy her an iPhone in the end, because otherwise you can't ever show her this issue of *MacFormat*. But no, what you ask cannot be done. In fact, I don't think any phone will let you have separate user profiles. Phones are the epitome

of the single-user device. I suppose you could swap SIM cards but that would be a) awkward, b) expensive and c) pointless.

A more productive avenue to explore is probably to allow all the information to sync to both accounts on the Mac and then just filter or sort them differently on each account. The quick and dirty way to do this would be to prefix all the personal contacts with 'AA'. You could then sort them by first name and the charity contacts by surname. But I'm quite sure there are more elegant ways to do this.

» MACFIXIT TIPS / iTunes 9: static in surround sound

Some users are experiencing an issue after upgrading to *iTunes 9* where purchased content from the iTunes Music Store contains static during playback in 5.1 surround sound. The issue doesn't appear to affect Apple's movie trailers or DVD playback in 5.1 surround sound, though all purchased TV shows and movies from the iTunes Music Store appear to suffer the problem. Apple Support Discussions user 'DaveM777' reports:

"If I put a DVD in my Mac mini the signal will get to my receiver through the mini's optical output okay, and I can hear a proper 5.1 track from the DVD. But if I buy a

brand new HD movie from the iTunes Store and select the surround track, *iTunes 9* will play static. It's not pure white noise; there's some periodicity in the static (in case that helps someone troubleshoot). If I select the stereo track on a HD movie from *iTunes* it plays fine."

ASD user 'Dave Hawkins1' provides a workaround (<http://discussions.apple.com/thread.jspa?threadID=2079524&start=25>) to the issue:

"First, turn off the equaliser (uncheck the **On** box in the **Equalizer** window). Then turn off **Sound Enhancer** (in *iTunes*' **Playback** preference pane).

Lastly, make sure your volume slider is at maximum."

Most users report that sliding the volume bar in *iTunes* to the far right allows for 5.1 surround sound playback, though an official fix from Apple doesn't appear to be available.

At any rate, should an official fix be released in the future, we'll be sure to let you know.

Tips supplied by MacFixit.com

MacFixit, founded in 1996 by Ted Landau, has grown into the premiere destination for users seeking resolutions to bugs and conflicts. Visit www.macfixit.com for the latest Mac information.

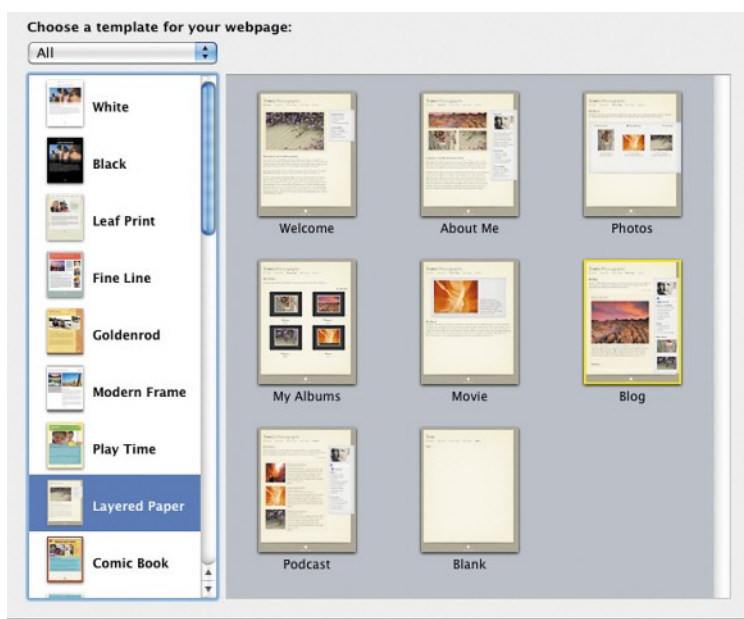


"Why can't I back up my photos to my Iomega drive?"

Q I have been using *Time Machine* since last October. I keep all my photos on an Iomega hard drive and just noticed that *Time Machine* doesn't back it up anymore, claiming it does not recognise it! I can copy over my photos onto another hard drive and reformat my Iomega one, but I would rather do it another way as I have over 160GB of pictures.

David Darrell-Lambert

A Does the Iomega drive appear correctly in *Finder* and *Disk Utility*? If so, does it make a difference if you disconnect it, power it down and



iWeb's built-in templates will do a decent enough job for most common site layouts.

then reconnect it? If this doesn't help, try repairing permissions and performing first aid in *Disk Utility*. If that doesn't work, try excluding the iomega drive explicitly in *Time Machine*'s options, running a backup and then re-including it. If it still doesn't work at that point, I'm afraid reformatting is probably the next step.

"Why can't I get Studio MX to work in Snow Leopard?"

Q I have a Mac mini 2GHz Intel Core 2 Duo with 1GB of DDR3 RAM running Snow Leopard. The main reason I got my Mac was for web design for my Scout group's site. After weeks of looking at *Studio 8*, one of my friends offered me his old copy of *Studio MX*. The install went fine but *Dreamweaver* just bounces in the Dock, then the marker under the icon goes out and nothing happens. The same thing occurs with *Fireworks*.

Nick Sharpe

A *Studio MX* dates from 2004 and seems not to be compatible with Snow Leopard. *Dreamweaver* is probably a bit too heavyweight a tool for a local Scouts site anyway. If you need more than iWeb will provide, why not try *Nvu* (which you can find on www.macupdate.com). This is open source (and therefore free) and has a similar feel to *Dreamweaver*.

"How do I burn an FLV video file onto a DVD?"

Q I've downloaded an FLV video file to my Mac and *FLV Player for Mac* to be able to watch it. How do I now burn this onto a DVD in order to be able to watch it on a DVD player? I have *iLife '06*.

David Hall

A There are lots of dedicated applications to convert FLV files to various other formats. Some of them will let you burn FLV straight onto a DVD. But I'm uncomfortable with the thought of collecting too many untested one-trick-pony conversion applications. These things are a troubleshooting nightmare – there's a fairly solid correlation between the number of shareware conversion utilities on your hard disk and the number of seemingly unrelated glitches and beachball events on your Mac.

But if you have *Perian* (www.perian.org) already installed – and you definitely should – then FLV files will already play in *QuickTime*. And if it will play in *QuickTime* then you can open it in *iMovie* – not in *iMovie '08* though, since that ability was just one of the many babies thrown out with the bathwater when Apple made *iMovie* easier to use. But your version, *iMovie HD*, will play it just fine. *iLife '08* users will find it in Applications > iMovie. ●

On the forum

Help and advice from readers

Q There are occasions when I cannot send video clips, as they would appear to be too large. How do you reduce the size? I'm trying to send a video of 33MB, but it takes so long it shuts down. Is it possible to compress it?

Angus Joined: 09 Dec 2008 Posts: 23

A When you say "send a video" I hope you don't mean by email! Email wasn't designed to handle attachments and was clunkily modified to do so, but don't ever send an email message larger than about 5MB. It probably won't work and is a massive strain on the server. If you need to send a video larger than 5MB then consider uploading it to YouTube or your MobileMe account, or send it via 'Direct Message' using a chat client such as *Skype* or *iChat*.

FocusGhia Joined: 07 May 2003 Posts: 6831 Location: London

Q I was online all night last night, then at 01:00 the internet suddenly disappeared and the following message appeared on the screen: "Another device on the network is using your computer's IP address (192.168.0.2). Try connecting again later. If you continue to have problems, change the IP address of this computer or the IP address of the other device. Contact the network administrator if you need more information."

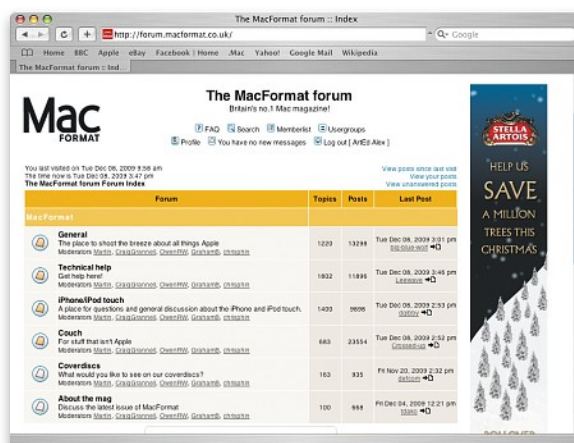
I have never seen this message before – the AirPort icon in the menu bar has an exclamation mark through it. Thank you very much in advance.

elcroz Joined: 05 Feb 2009 Posts: 108 Location: Cornwall

A This happens when a computer is set to use a static IP address on a local network, but that address has already been assigned to another device.

Are you using a static IP address for your iMac? You can either set the Mac to use a dynamic IP address on the network, or you can change the settings in your router so you have a block of reserved addresses that you can set for static ones.

JP_Godfrey Joined: 04 Sep 2004 Posts: 1143



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"The future belongs to multi-core processors, and the future of Mac CPUs could well belong to Intel's new 'Core i' series"

APPLE'S iMAC 27-INCH 2.66GHZ CORE i5, REVIEWED ON P85

Reviews

● HARDWARE ● SOFTWARE ● iPHONE APPS ● SHAREWARE ● GAMES



Ian Osborne
Reviews Editor

We covered the 3.06GHz 27-inch iMac last month, talking about the new model's screen quality, wall mountability and video-in. This month we review the top-of-the-range 27-inch model, and it's all about the processor. The high-end iMac sees Intel's Nehalem micro-architecture make its Mac debut. Its Core i5 processor runs at 2.66GHz, but don't be misled by this relatively modest speed. For reasons explained in the review, this multi-core chip comfortably outperforms the 3.06GHz Core 2 Duo offered by the

cheaper 27-inch iMac. And if you buy online from the Apple Store, you can upgrade to a Core i7 running at 2.8GHz as a custom option.

Over time, we expect these excellent multi-core processors to be adopted throughout the Mac range. The Mac Pro is due an update soon, a move that will almost certainly see it jump to the new chips, and with mobile versions of the chips on the way, a 'Core i' series MacBook Pro is another obvious update.

This year should prove very exciting indeed for Mac users...

>> OUR LOGOS



A product that receives the MacFormat Choice award is the best in its class when reviewed.



Used in our Group Tests, MacFormat Winner indicates the product that we feel stands out.



This logo indicates there are either test versions or files associated with the review on the disc.

RATINGS EXPLAINED: ★★★★★ Excellent ★★★★★ Very good ★★★★★ Good ★★★★★ Adequate ★★★★★ Poor

>> MONITOR

BenQ V2400 Eco Series LCD Monitor

£199 An attractive display with a performance that doesn't quite match its looks

CONTACTS

Manufacturer: BenQ
<http://benq.co.uk>

SPECIFICATIONS

Screen: 24-inches **Resolution:** 1920x1080 **Pixel pitch:** 0.276mm
Contrast ratio: 1000:1 **Dynamic contrast ratio:** 5,000,000:1
Response time: 5ms

PROS & CONS

- ⊕ Stylish white design
- ⊕ Crisp, clear colours
- ⊖ Mediocre viewing angles
- ⊖ Needs adaptor and/or cable

VERDICT

★★★★★

"A very solid budget monitor, but not without its weaknesses."

This new LED-backlit display from BenQ features a white finish that would be an excellent match for a Mac mini if it were a little more shiny. With its off-centre stand and built-in stationery holder, it's great to see a monitor designed with a little individualism.

The V2400 Eco can be wall-mounted using VESA-standard brackets and tilted back 5° and forward up to 20°, but not vertically adjusted. Connectivity options are limited to VGA or HDMI, so if you want to use it with a modern Mac, you'll need an adaptor or a HDMI-to-DVI cable.

In operation it performs well, placing it among (but not atop) the better displays in its price bracket. It displays smooth, clear colour ramps, and is quite capable of distinguishing between 95% and 100% black; and at the other end of the scale, 5% and 0% black. But its pure whites betray a bluish tinge, especially in the energy-saving Eco Mode, which we found almost unusable.

Our dark-screen test showed very little bleed-through from the LED backlight, but perfect consistency eluded it in our single-colour tests. The centre of the viewing area

Finally, a monitor that doesn't look like all the rest.



is noticeably brighter than the edges. Its viewing angles aren't great either, with the colours losing definition soon after you leave the head-on position.

The BenQ V2400 Eco Series wouldn't suit a

professional designer or animator, but at this price, you wouldn't expect it to. Rather, it's a competent budget display for a home user, especially one who's tired of black monitors.

Ian Osborne

>> PORTABLE USB HARD DISK

Imation Apollo UX 500GB Portable HD

£110 A pocket-sized hard drive that combines speed and portability

CONTACTS

Manufacturer: Imation
www.imation.com/en

SPECIFICATIONS

Capacity: 500GB **Hard disk form factor:** 2.5-inch **Interfaces:** USB
Dimensions: 11x7.7x1.6cm
Weight: 4kg

PROS & CONS

- ⊕ Fully USB-powered
- ⊕ Rubberised casing
- ⊕ Small and portable
- ⊖ USB only

VERDICT

★★★★★

"A great drive combining portability and speed. But wait for the price to fall."

USB flash drives are all very well, but for carrying around large quantities of data, only a portable hard drive will do. This 500GB model from Imation is small enough to fit in most pockets. It's rubberised too, so it's able to take knocks and bumps as you carry it around.

Like all portable drives it's solely USB-powered, with no need for an external power supply. There's no facility for connecting a second USB port for additional power, though it doesn't really need one. In our tests, it successfully mounted

when connected through two different unpowered USB hubs and even an aluminium Apple keyboard, though connection through an old plastic keyboard eluded it. The drive is an attractive matte black, with a white front panel housing a blue LED power and operation indicator.

In our benchmarking tests, the Apollo UX delivered a random read speed of 11.6MB/s and random writes of 17.2MB/s. These are decent figures that see the Apollo UX marginally outperform all six of the 500GB portable hard drives used for our group test in issue 215.

The Apollo UX is rubberised for durability.



Unaugmented USB is all that's on offer, though - there's no FireWire connectivity or turbo software available.

At £110, the Apollo UX is at the high end of what you'd expect to pay for a 500GB portable USB hard

drive offering, though market forces will probably drive this down to around £80-£90. At those prices, it will be a bargain.

Ian Osborne

>>DESKTOP APPLE MAC

iMac 27-inch 2.66GHz Core i5

£1,599 Does this top-of-the-range iMac herald the future for Mac processors?

The future belongs to multi-core processors, and the future of Mac CPUs could well belong to Intel's new 'Core i' series. The new chip architecture makes its Mac desktop debut in this top-of-the-range 27-inch iMac, from where it will surely trickle down through the Mac's family tree. But what advantages does it offer over the Core 2 Duo or Xeon series?

A quick glance at the technical specifications might lead you to believe that this iMac is slower than the other 27-inch model. Although its Intel Core i5 CPU boasts four processing cores on a single die, it runs at 2.66GHz, whereas the cheaper 27-inch iMac we reviewed last month offers a 3.06GHz Core 2 Duo. But all applications, multi-core capable or otherwise, benefit from the new chip architecture. Unlike the Core 2 Duo, the i5 – and indeed the faster i7, available as an upgrade option when buying through the online store – connects directly to the

"In the multi-core test the i5's four cores came into their own. The i5 scored 12,189 – almost double the dual-core iMac's 6,535"

memory, doing away with the need for a separate controller. Apple claims this improves the memory bandwidth by up to two and a half times.

Core bench press

And this isn't the only benefit offered by the new architecture. When using an application that doesn't need every core, the processor's Turbo Boost feature shuts off the idle cores while simultaneously increasing the speed of the active ones. According to Intel, this has the potential to increase the i5 processor's single-core performance to 3.20GHz. Our tests certainly bear this out.

Using *Cinebench's* CPU benchmark, the top-of-the-range iMac scored 3,869 in its single-core test, a significant step up from its 3.06GHz



The quad-core iMac's new processor architecture really ratchets up overall performance.

Core 2 Duo stablemate's mark of 3,498. Unsurprisingly, it's in the multi-core test that the i5's four cores really came into their own. The i5 achieved a score of 12,189 – almost double the dual-core iMac's 6,535. It also shaved

around 100 seconds off our *QuickTime* encoding test, converting a movie to iPod format in 140.5 seconds. This iMac and its successors look set to prove very popular with

video editors and those who do a lot of processor-heavy 3D rendering.

Yet for all its strengths, the Apple faithful have reported problems. Some early adopters had their new computer delivered with a cracked screen, or even failing to power up at all. *MacFormat* borrowed two Core i5 iMacs from Apple for testing, and both machines had problems waking from Sleep mode. The Apple iMac 27-inch 2.66GHz Core i5 is an incredibly powerful computer and a real joy to behold, but our advice is to make sure its teething troubles are resolved before you buy.

Ian Osborne

CONTACTS

Manufacturer: Apple
www.apple.com/uk

SPECIFICATIONS

Processor: 2.66GHz Quad-Core Intel Core i5 **RAM:** 4GB of 1066MHz DDR3 SDRAM **Hard disk:** 1TB **Ports:** 1x FW800, 4x USB 2.0, 1x SD card **Optical drive:** 8x SuperDrive **Display:** 27-inch widescreen **Graphics:** ATI Radeon HD 4850 **Dimensions:** 45.1x52.8x18.9cm **Weight:** 9.3kg

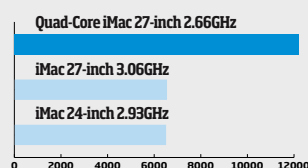
PROS & CONS

- + Blisteringly fast
- + Quad Core
- + Massive screen size
- + Video In port
- Teething troubles
- Optical drive a little slow

VERDICT

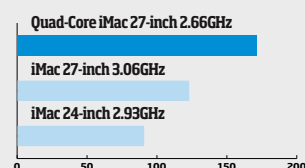
★★★★★
"A truly excellent iMac that heralds the future for Apple's computer range, but not without a few teething troubles."

>>BENCHMARKS / How does the Core i5 iMac stack up?



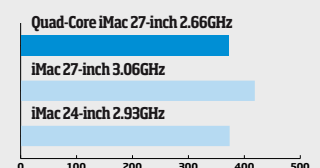
Cinebench (CBs)

CPU and GPU performance rated, *Cinebench* reports its results as a single figure. Higher is better. Multi-core performance quoted.



Doom 3 frame rates (FPS)

Tested using *Doom 3's* 'timedemo 1' routine, set at 1,024x768 with settings at Ultra. Frames per second quoted. Higher is better.



iTunes encoding (seconds)

A timed test using *iTunes*, ripping an audio CD at 128kb/sec AAC, auto sample rate, no VBR. The lower the time the better.

>> MOTION-SENSING MOUSE

Gyration Air Mouse GO Plus

£82 A superb mouse, but Mac users are short-changed

CONTACTS

Manufacturer: Movea SA
www.gyration.com

SPECIFICATIONS

Connectivity: wireless 2.4GHz
Power: rechargeable NiMH battery pack with charging cradle
Movement detection: optical/gyroscopic **Range:** 100 ft (30m)

PROS & CONS

- ⊕ Superb motion sensing
- ⊕ Use in air or on desktop
- ⊕ Easy to connect
- ⊖ Not programmable on Mac

VERDICT

★★★★★

"Superb motion-sensing, but there are no Mac drivers for the buttons."

Gyration Air Mouse GO Plus uses a similar motion-sensing technology to the Nintendo Wii's game controllers. You can move the on-screen pointer by waving the device in the air. It doesn't even have to be aimed at the screen. There's a laser in there too, so you can also use it flat on your desk in the traditional way.

During in-air operation, mouse movement is only engaged when you hold the activation trigger on the underside of the unit. Releasing this is the equivalent of taking your hand off a desktop mouse,

or lifting it off the desk to reposition it on your mouse mat.

The Air Mouse GO Plus is ideal for situations where a standard mouse is inconvenient, such as when you want to use a Mac as a living-room media centre or if you happen to be giving a big-screen presentation. It feels comfortable in the hand, and the mouse buttons and scroll wheel are reasonably easy to reach with your thumb. Maybe the unit as a whole could be a little smaller, but overall, it's ergonomically sound enough.

While the left and right mouse buttons and the



The Air Mouse can be used on a desk or waved around in the air.

scroll wheel work on a Mac, the drivers for its three programmable buttons are Windows-only. You can adjust the tracking, scrolling and click speeds through *System Preferences* as you would with a standard mouse, but there's no way to program

the extra buttons. This is a real pity. The motion-sensing technology here is excellent, and if we Mac users got to enjoy everything the Air Mouse GO Plus has to offer, it would certainly get a much better score.

Ian Osborne

>> MEDIA STREAMER

WDTV Live HD

£99 Stream movies, music and photos from your Mac to the comfort of your TV screen

CONTACTS

Manufacturer: Western Digital
www.wdc.com

SPECIFICATIONS

Size: 4x10x12.5cm **Video interfaces:** HDMI, Composite, Component (HDMI-DVI connector supplied) **Connectivity:** Ethernet, WiFi using USB dongle (not supplied)

PROS & CONS

- ⊕ Excellent format support
- ⊕ Extremely stylish
- ⊖ No DRM'd files
- ⊖ No HDMI cable supplied

VERDICT

★★★★★

"One of the best media players and streamers around at the moment."

Watching movies on a monitor just isn't the same. For the real experience, you need a big TV, a decent sound system and a media centre. WDTV Live is one of the best of its kind, serving up movies, videos and photos in HD, either from your Mac, a media server or USB storage. You can connect via Ethernet, either directly or via powerlines. There's no built-in wireless support, but you can plug in a USB WiFi dongle.

Very little setup is required. WDTV Live comes with a HDMI-DVI connector, but not a HDMI cable. Once

running, it handled everything we threw at it, although DRM restricted files are out. Speed isn't a problem. Files streamed almost instantly over the network, with no noticeable bitrate issues on regular files. The actual interface can be sluggish at times, but not dramatically so. Most of the time it's sleek and efficient, and stays out of your way.

Online, things were slightly weaker. There's no BBC iPlayer support, and built-in music service Pandora is still unavailable over here, leaving us with just Live365, YouTube and Flickr integration. Live365



Easily fits next to your TV, as long as you have some way of connecting it to your network.

isn't particularly exciting. YouTube was fine. Flickr proved oddly weak, displaying low-resolution versions of images in a sea of empty blackness. You can zoom in, but only on that low-res file.

Throughout everything we watched, the box sat by the TV, doing its job quietly and well. It's a great way of bringing your media to the sofa, from where it deserves to be seen.

Richard Cobbett



Vuzix's new Wrap range of wearable video displays look more Ali G than Geordi La Forge.
Photography by Joby Sessions

»» VIDEO VIEWER

Vuzix Wrap 280 Widescreen

£180 The new range boasts several key improvements, but style comes at the expense of comfort

We last covered a Vuzix wearable video display back in Issue 209, finding the iWear AV310 Widescreen offered better audio than its rivals, but sound isolation was poor and image quality was mediocre. So how have things changed with this release?

The Vuzix Wrap 280 Widescreen is basically a pair of glasses with a 384x240 LCD behind each lens, giving you the equivalent of a 51-inch screen viewed from 10 feet away. With the right adaptors you can use it to watch movies and video clips from most video players, and a composite AV adaptor for your video-capable iPod or iPhone is included. Power is supplied by two AA batteries housed in a cable-connected hand controller, which is easy to use without removing the glasses.

The new generation of Vuzix video viewers are more stylish than the iWear series, looking like wrap-around shades instead of virtual-reality goggles. The audio is better too, with replaceable earbuds offering better sound isolation than the previous models. Visual isolation is once more incomplete without a light shield, an optional extra that really should've been in the box and isn't even available at the time of writing. Picture quality is much improved, offering clear, precise colours and a

"Picture quality is improved, offering clear, precise colours and a more vibrant overall image"

much more vibrant overall image, and you can now focus each screen independently, a real boon for spectacle-wearers.

Unfortunately, gains in performance and style have been made at the expense of comfort and usability. The Wrap 280 has to sit high to allow you to keep both screens in view, and its hookless side bars and inadequate nose bridge mean it often slides down your face while in use. We had to use an elastic band to hold them in position.

The technology behind the Vuzix has certainly improved. With proper, in-the-box vision isolation and a build that values ergonomics over style, they'd be great. But as they stand, make sure you test them for comfort before buying.

Ian Osborne

CONTACTS

Manufacturer: Vuzix Corporation
www.vuzix.com

SPECIFICATIONS

Screen size: Twin 384 x 240 LCD
Colours: 16 million **Update rate:** 60Hz progressive scan **Supported aspect ratios:** 4:3 and 16:10
NTSC and PAL compatible

PROS & CONS

- ⊕ Individual screen focus
- ⊕ Better picture quality
- ⊖ No light shield in the box
- ⊖ Lacking in comfort

VERDICT

★★★★★

"Much-improved picture quality, but not comfortable to wear."

>> TRIPOD FOR IPHONE

Joby GorillaMobile Holder

£32 A versatile device that lets you use your iPhone in a new way

CONTACTS

Manufacturer: Joby, Inc
www.joby.com

SPECIFICATIONS

Dimensions: 15x3x3cm
Weight: 64g **Max load capacity:** 325g **Supports:** iPhone 3G and 3GS, compact cameras

PROS & CONS

- ⊕ Very flexible
- ⊕ Strong grip
- ⊕ Extremely versatile
- ⊖ No spirit level

VERDICT

★★★★★

"Strong, versatile and high quality. This tripod's fun as well as functional."

The GorillaMobile for iPhone is a mini-tripod with a difference. Each of its legs has ten flexible joints, enabling you to twist and bend them to sit in awkward spaces or uneven floors. The head section twists and bends too, so you can use your iPhone in portrait or landscape mode, and angle it to suit.

When you bend the GorillaMobile it stays bent, allowing you to use it as more than just a tripod. You can wrap the legs around bars or poles, to mount your iPhone in all sorts of places. Wrap it around a tree to film your pets

playing in the garden. Fasten it to your cycle handlebars and use your iPhone's sat-nav feature. Fix it to the plane or train seat in front of you and watch a video. Connect it to your pushchair and keep an eye on your shopping list in the supermarket. The possibilities are almost endless. In our tests we found the GorillaMobile's grip is strong enough to withstand most bumps and bangs, so it won't come loose while in operation.

GorillaMobile comes with a soft case to house your iPhone 3G or 3GS. Also supplied is a quarter-inch tripod screw-mounting for



The Joby GorillaMobile is much more than just a tripod.

use with a compact camera, and two high-bond adhesive clips to mount any device that doesn't break the weight limit. Its sheer versatility and high build-

quality makes GorillaMobile the ideal solution for anyone looking for a mini-tripod for the iPhone or a compact camera.

Ian Osborne

>> MULTIFUNCTION DEVICE

Brother DCP-365CN

£74 Is this extremely cheap multifunction device a bargain or a false economy?

CONTACTS

Manufacturer: Brother
www.brother.co.uk

SPECIFICATIONS

Printing technology: Inkjet
Resolution: Up to 6,000x1,200 dpi
Inks: Four **Supported memory card formats:** Memory Stick, SD, SDHD, xD **PictBridge support:** Yes

PROS & CONS

- ⊕ Extremely cheap
- ⊕ Solid feature range
- ⊖ Tired-looking text
- ⊖ One feeder tray

VERDICT

★★★★★

"Not for connoisseurs, but a inexpensive way to get hold of a decent MFD."

The Brother DCP-365CN is clearly aimed at the user who only needs a printer every now and then and welcomes scanning and photocopying functionality without making regular use of it. High-end features are cut back to keep the price down.

The read-out screen is a single-line monochrome LCD and there's only a single paper tray. But you can still scan documents, enlarge or reduce your colour or mono photocopies and view your photos on your Mac through its SD card reader or PictBridge feature.

The DCP-365CN is easy to set up. You can connect through USB or Ethernet, but if you've no interest in network printing, the USB-only DCP-195C is otherwise identical and about £10 cheaper. It printed our 20-page text document in just over seven minutes, and tackled a highest-quality A4 photo print in just under ten minutes, which is pedestrian, but not sluggish. Text quality is a little washed-out and tired compared to the latest pigmented-ink printers, but the characters are clear and consistent, even at very low point sizes. Its photo prints are clear and precise,



The DCP-365CN has a small footprint for a multifunction device.

with smooth gradient ramps and very little banding, though the colours were a little bleached, especially on flesh tones. Having to remove your standard A4 paper and replace it with photo paper in the printer's

one and only feeder tray is quite annoying too.

Inevitably, the Brother DCP-365CN can't match a top-range HP or Canon for print quality or feature range. Yet for the price, it's excellent value for money.

Ian Osborne



The projector technology is young and so a little underpowered, but it's fun - and you get a stand and a remote control!

Photography by Gavin Roberts

>> COMPACT DIGITAL CAMERA

Nikon COOLPIX S1000pj

£333 Share your photos and videos like never before; well, not since the seventies...

We like some tech because it lets us get more done in a day. We like some tech because it produces excellent results. And we like some tech, such as this outwardly unassuming compact digital camera from Nikon, because it surprises and delights.

In addition to a solid-if-unexciting list of specifications (12.1 megapixels, 5x zoom, digital and optical image stabilisation, a 2.7-inch display on the rear), the S1000pj also packs a built-in - drumroll, please - projector. Yes, as soon as you've shot a picture or a video, you can wallow in 70s nostalgia by projecting it onto a nearby wall and invite everyone nearby to look.

If you're feeling unimpressed right now - a state unlikely to be altered by the knowledge that the projector is capable of just 10 lumens output - we

have some sympathy. The reaction of everyone to whom we showed the projector in action, however, was unanimous: a grin and a request that they be shot and projected too.

Sure, the dimness of the projector means the room has to be dark before the projected images can be comfortably viewed - the 'denseness' of the image, of course, drops as you try to move the camera further away from the wall to try to make it bigger - and the battery can power the projector for no more than an hour

"We like some tech, such as this outwardly unassuming camera from Nikon, because it surprises and delights"

and a half, but it doesn't feel like it's just a gimmick; we can imagine using it a year hence. The camera itself is a little chunky, but it remains an astonishing feat of miniaturisation.

It's not especially easy to use, but a slew of tech - Smile Timer, Blink Warning, Blink Proof, and even a system that keeps the camera focussed on your subject as it moves around - helps minimise the possibility of any inevitable rookie mistakes. Manual controls are buried away in the menu system.

Still, the sensor at the heart of the camera is no more than 'good'. Give it plenty of light and the images and movies it captures are competent enough, but it can get noisy and smeary in low light, and the flash can be painfully harsh.

Christopher Phin

CONTACTS

Manufacturer: Nikon
www.nikon.co.uk

SPECIFICATIONS

Resolution: 12.1 megapixels
Lens: 5-25mm, f/3.9-5.8, 5x optical zoom
Supported memory card formats: SD, SDHC
Dimensions: 99.5x62.5x23mm
Weight: 155g

PROS & CONS

- ⊕ Astonishing miniaturisation
- ⊕ Plenty of helping tech
- ⊖ Projector is dim
- ⊖ Images aren't stand-out

VERDICT

★★★★★

"It's fun and technically amazing, but far from being the perfect compact."



>> IPOD MIC ADD-ON

**XtremeMac
MicroMemo**£80 www.xtrememac.com

01 MicroMemo turns your 4G iPod nano into a digital voice recorder. Using your iPod's dock connector, it encases the unit without adding too much bulk. It has its own built-in mic for recording and a speaker for playback. The mic itself has a flexible neck for positioning, and can be replaced with an external microphone or your earbuds.

The recordings are excellent quality, but the external speaker is very quiet. Earbuds are a better option, or send the file to your Mac. Beware: this version doesn't work on a 5G nano.

Ian Osborne**VERDICT**

★★★★★

"A neat add-on for your nano. Great recording quality, but currently a little expensive."

>> HDMI ADAPTOR

**Kanex Mini
DisplayPort**£42 www.kanexlive.com

02 For some reason, Apple refuses to embrace HDMI. Even the new Mac mini, the most media-centre-like Mac, is stuck with a Mini DisplayPort. If you want to connect such a Mac to an HDTV, this is a handy solution.

The USB cable is for power, the Mini DisplayPort connection is for video, and there's an optical connector for pure digital sound; at the other end of the box is a standard female HDMI port. It supports 5.1 sound and up to 1080p resolution, though it didn't match our TV's 1360x768 pixels. But the quality is terrific.

Christopher Phin**VERDICT**

★★★★★

"A fine solution for a modern Mac mini or laptop, but costly. A UK supplier would help too."

>> BACKUP DEVICE

**Clickfree
Transformer**£37 www.clickfree.com

03 Like other Clickfree devices, the Transformer SE turns external USB drives into automatic backup solutions. Plug them in and its *Smart Viewer* software opens automatically and starts backing up your data. This new SE edition can also back up to the free space on your iPod or iPhone.

It doesn't back up your entire system, but 400 file types are supported. The most exciting feature here though is that it can also rip music from a connected iPod, preserving song titles, artist names and album art.

Ian Osborne**VERDICT**

★★★★★

"A very capable and simple data backup system that's well worth the asking price."

>> USB SPEAKER

**Altec Lansing
Orbit iM237**£40 www.alteclansing.co.uk

04 This compact external notebook speaker from Altec Lansing connects through a USB port instead of the usual 3.5mm earphone jack, offering a digital rather than analogue connection. It draws its power directly from your computer, eschewing the battery-powered approach of its predecessor, the Altec Lansing Orbit iM237. It also adds a folding stand.

The sound quality won't please hardcore audiophiles. While it's clear and detailed, it lacks shape and depth. But it scores highly for portability.

Ian Osborne**VERDICT**

★★★★★

"A portable and capable method of improving upon your laptop's tinny speakers."

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“...a superb creation.”



If your life were the prize
would you kill the innocent?
Would you sacrifice your humanity?
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our choices make us...

The genetically enhanced shooter.

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>>FLICKR SEARCH CLIENT

Connected Flow Viewfinder 1.0.5

£15 Search 4 billion photos in seconds, and filter them by licence with a single click

CONTACTS

Manufacturer: Connected Flow
www.connectedflow.com

REQUIREMENTS

OS: Mac OS X 10.6+

Other: Keynote '08+ for Keynote integration

PROS & CONS

- ⊕ Fast, efficient and stable
- ⊕ Desktop/Keynote integration
- ⊕ Useful search filters
- ⊖ Limited photo info shown

VERDICT

★★★★★

"Brutal in its focus, as is its point. Perfect if you regularly search Flickr."

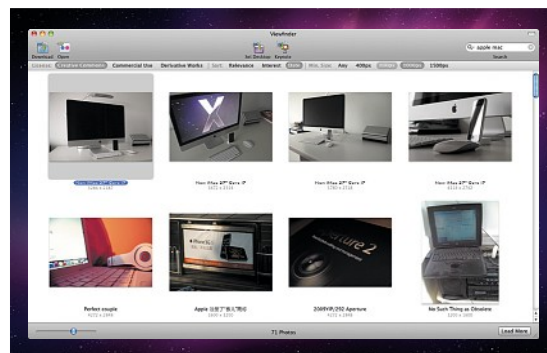
Flickr's a monster, housing billions of photos with varying licences. Finding images is time-consuming, and this was the impetus behind *Viewfinder* – the author had been driven to the brink searching for relevant, high-quality Creative Commons images for a presentation.

Viewfinder takes Flickr, ditches everything but the search, and encases what's left in a sleek interface. Type a search term (the search menu enables titles or tags to be targeted), tap the  key and results appear in a grid format. Buttons beneath the

toolbar enable you to filter results by licence, sort type, and the minimum size of the shortest edge. By default, the app loads up to 100 images, but **Load More** lets more be displayed.

Images are sent to your **Downloads** folder via a double-click, and toolbar options and shortcuts enable you to set an image as your desktop background or send it to an open *Keynote* presentation.

Other timesaving devices include the automatic creation of an HTML block for pasting an image into a blog and copying the image's attribution over to the clipboard.



Viewfinder's designed to make searching Flickr faster and easier.

In use, *Viewfinder* is fast and highly focused – perhaps a little too much at times, since you can't explore images related to your results. However, it would be silly to criticise an app designed for focus for

being too focussed. And since *Viewfinder's* speed beats online tools like compfight.com and feature-packed Mac Flickr clients like *Flickery*, it's ideal if you regularly search Flickr.

Craig Grannell

>>BUSINESS CARD DESIGNER

Business Card Composer 5

\$35 (£21) An inexpensive way to create professional-quality business cards at home

CONTACTS

Manufacturer: BeLight Software
www.belightsoft.com

REQUIREMENTS

OS: Mac OS X 10.4.11 or later, Snow Leopard compatible.

PROS & CONS

- ⊕ Easy to use
- ⊕ Comprehensive options
- ⊕ Great range of templates
- ⊖ Not a massive jump from BCC 4

VERDICT

★★★★★

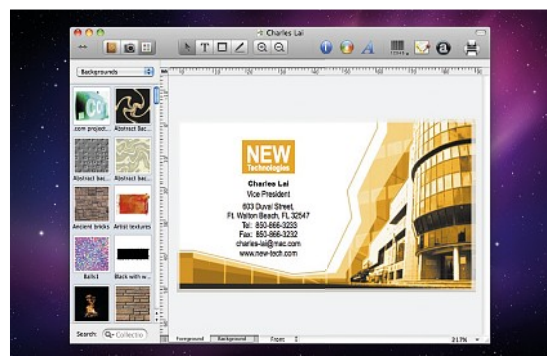
"Not hugely different from the previous version, but still a fantastic app."

This design app takes the hassle out of creating pro-quality business cards. Tedious work like sizing is done for you, so you can enjoy putting your designs together without worrying whether they're correctly configured when you come to print them out. There are print templates for more than a hundred types of ready-made business card stationery from a dozen top manufacturers, as well as facilities for exporting your layouts or printing at home.

This app offers at least 740 ready-made cards for you to play around with

and customise. Or you can start from scratch, using your own clip art and backgrounds or those bundled with the program. A range of card formats are catered for, including landscape, portrait, folding, double-sided and even business card-sized recordable CDs. The app as a whole is beautifully Mac-like, and brilliantly integrated with OS X.

Version 5 isn't a great leap forward from its predecessor, but it offers some useful new features. *Business Card Composer 5* integrates with Google Maps, enabling you to print a small street map on your



The templates and layout tools make designing cards a pleasure.

card marking your premises' location. 2D barcodes encoded with details such as your address, URL and more can be produced and presented on your card for reading by a range of devices, and it integrates

with *iPhoto* '09 and *Aperture*, including support for *iPhoto* events. Existing users can upgrade to *Business Card Composer 5* for \$20, or free if bought after 1 August 2009.

Ian Osborne

>> MULTIMEDIA ENCYCLOPAEDIA

Encyclopaedia Britannica 2010 Ultimate Edition

£39 The multimedia DVD is an endangered species, but this one refuses to die

Hot on the heels of last year's *Britannica 2009 Ultimate Edition*, comes – yes, you've guessed it – the 2010 edition. It's a multimedia version of the famous encyclopaedia that bills itself as 'three encyclopaedias in one' because it comes with a *Child's Library*, for ages 6-10, a *Student Library* aimed at students aged 10-14 and the full *Encyclopaedia Britannica Library*. Each of these has an age-appropriate interface.

Once you've registered there's also a year's worth of free online updates to the encyclopaedia; you also get six months' free membership to the online version of Encyclopaedia Britannica, worth £25. The online version is very good, and many might find it more useful than this DVD-based version, since you can use it anywhere you can get an internet connection. However, the 2009 edition gave us a full year's membership, rather than just six months, so we have to call foul here.

Up to date?

How you rate an encyclopaedia depends on what you'll use it for. For historical topics such as the English Civil Wars and Henry VIII, it proved to be comprehensive, offering pictures, dates, links to extra info and more.

"The online version is good; many might find it more useful than the DVD version, since you can use it anywhere you get internet"

But for the sort of things a technology journalist would be interested in, such as SSD or RAID, there was nothing. Its entry on Apple, Inc was well written, but felt old. It seemed to trail off after the iPhone 3G was released, with no mention of the iPhone 3GS, App Store or iPod touch. Its entry for Steve Jobs was



Biographies of Heroes and Villains is a new feature in the 2010 version.

even more out of date, with no mention of anything that has happened to him post 1998. In comparison, the free online encyclopaedia, www.wikipedia.com has much more current information. The books it recommends as additional reading don't link to Amazon and there are no links to websites outside of Britannica.

Another year on and Britannica seems even more old-fashioned. It's like a relic from the bygone era of multimedia CD-ROMs. Take its atlas, for example. In these days of Google Earth and Google Maps, we expect to

click on a country and watch the screen zoom in, then we should be able to pan around a scaleable map until we have found what we're looking for. Instead you get a 2D flattened globe, and clicking on a country takes you to a single, low-res, tiny map that shows you little more than the outline of the country.

On the positive side, when it comes to accuracy of information, Britannica delivers. Everything it contains is well written and accurate. We also really liked the *BrainStormer* feature that enables you to search for related content in a visual way. It's also safer than letting the kids play around on the internet to research their homework. The big problem remains, however, that while free resources like Wikipedia can never claim the same level of accuracy as Britannica, they are, in comparison, free, provided you have internet access.

Graham Barlow

CONTACTS

Developer:
Encyclopaedia Britannica
www.britannica.co.uk

REQUIREMENTS

OS: Mac OS X 10.4 or greater
Processor: PowerPC G5 or Intel
Core processor RAM: 512 MB RAM (1 GB recommended)
Hard disk: 1.96 GB free space (4.45 GB for full installation), DVD-ROM drive, 1024x768 resolution, internet access

PROS & CONS

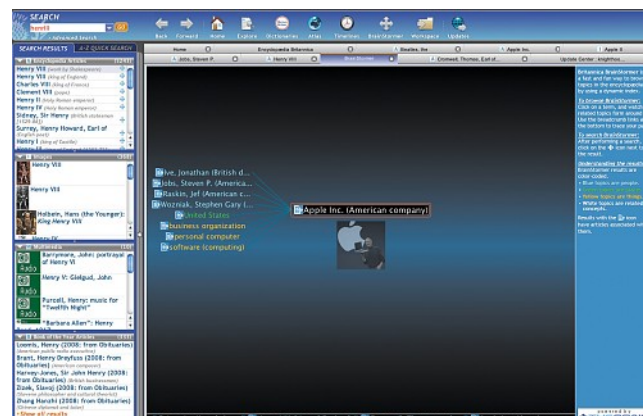
- ⊕ Reliable content
- ⊕ Good research tool
- ⊕ You can cut and paste
- ⊖ Only six months' online access
- ⊖ Still has annoying screen flicker
- ⊖ Wikipedia is 'free'

VERDICT

★★★★★

"Reliable, but old fashioned. Good for the kids though."

The BrainStormer feature links entries in a visual way to help you explore.



>> REMOTE FILE ACCESS

Flying Mac FarFinder 1.4.5

\$35 (£22) Access your Mac's files from any web browser, or from your iPhone

CONTACTS

Developer: Adrian Ross
<http://flyingmac.com/farfinder>

REQUIREMENTS

OS: Mac OS X 10.5 (for host machine)

Other: browser and web connection for remotely accessing your Mac

PROS & CONS

- ⊕ Fairly painless setup
- ⊕ Good speed and options
- ⊕ Free iPhone app
- ⊖ Documents-only solution

VERDICT

★★★★★

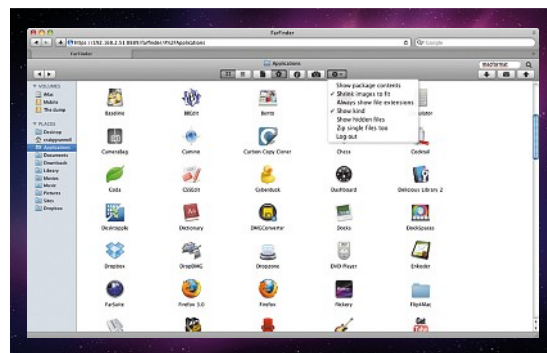
"A robust, affordable solution for remotely accessing your files."

This app enables you to view and access a Mac's files from any location. Install it on a host Mac and you can use a web browser or the *FarFinder* iPhone app to view and download files. Unlike some competing services, there are no ongoing fees. This is a single purchase and the iPhone app is free.

Installation was relatively painless. Our router initially scuppered things, but *FarFinder*'s online documentation provided instructions for amending *System Preferences* and dealing with our specific router (one of hundreds

listed). When you access your Mac via a browser, you get a rough approximation of a *Finder* window, switchable between icon and list views. You can explore volumes attached to your Mac, turn off custom icons for more speed, and search your Mac using a *Spotlight*-like search field; however, *FarFinder* is very much a web interface – **⌘-clicking** brings up your browser's image options, not options for file manipulation.

Despite the limitations of a web interface, important basics are covered via toolbar buttons: you can upload, download and



FarFinder offers a Finder-like window within a web browser.

email files, and take a photo from your Mac if it has a webcam. Speed was adequate at worst during tests, and the freebie iPhone app was pretty good – at least on a 3G connection. It's worth

noting that *FarFinder* shouldn't be confused with a VNC: you don't get access to your apps or your Mac in general – just files. But its ease of use and low price make it ideal if you're happy with that limitation.

>> VIDEO CONVERSION SOFTWARE

iFunia Video Converter Pro

\$35 (£21) Is there a place for yet another video converter?

CONTACTS

Developer: iFunia
www.ifunia.com

REQUIREMENTS

Processor: Intel Mac **OS:** OS X 10.5

or later **RAM:** 512MB

PROS & CONS

- ⊕ Good conversion options
- ⊖ Slow performance
- ⊖ Awful looks
- ⊖ Lack of polish

VERDICT

★★★☆☆

"Ugly, limited and costs too much. Best avoided in its present state."

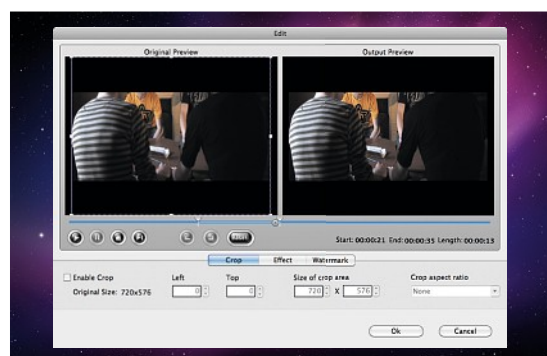
This piece of video conversion software throws in the ability to perform some trim edits, add filters and a watermark. Functionally, it's perfectly adequate. Unfortunately, that's where the good points end. *iFunia* does its job sufficiently well, but it suffers from a crippling lack of polish.

The user interface looks like the lovechild of OS 9 and Windows 3.11. It's not completely without merit from an accessibility standpoint, but it is ugly and off-putting. The *Convert to* option is a particular blight on the eyes, which is a shame,

since it's actually got a gratifyingly comprehensive list of options. Having said that, the button to begin conversions does actually say 'Start' on it in nice big letters, which almost single-handedly trumps Roxio's offering (opposite).

The editing option works, but is pretty much bottom of the class. Bizarrely, you can't set the start and end trim point while the video is paused, so you'll always be imprecise. And if anyone ever uses the built-in filters we'll eat our collective hats.

Probably most damning is the fact that *iFunia* was the slowest video converter



iFunia's editor windows are welcome, but its laggy playback isn't.

we tested. It took 1:20 to transcode a two-minute video from Xvid to H.264. *QuickTime X* took 0:55 for the same task, while the completely free *Handbrake* took just 0:44. *Popcorn* and *QuickTime 7 Pro* both took

1:01, and therein lies the rub. *QuickTime X* may be stripped down, but *QuickTime Pro* is still around and beats *iFunia* hands down in every way, and for less money.

Matthew Bolton

>>LAUNCHER AND FILE MANIPULATOR

LaunchBar 5.0.2



€24 (€22) The Mac's premier launcher gains a major update and multiple clipboards

Since it's a bar you type in to create a results list based on incremental search terms, you'd be forgiven for confusing *LaunchBar* with *Spotlight*. But *LaunchBar* is so much more than *Spotlight*, which has a sole trump card in its ability to search within files. Elsewhere, *LaunchBar* rules the roost. For example, you can train an item to launch using your preferred characters, and *LaunchBar* offers categories, enabling you to select a result type – JPEGs, phone numbers, ZIP archives and more – and search within that list.

LaunchBar further obliterates *Spotlight* with actions. After making a selection, you can manipulate an object using commands you'd associate with *Finder* (Copy, Move, Compress) or custom AppleScripts. Certain apps also have associated actions – you can control *iTunes* entirely from within *LaunchBar*, or learn some basic syntax to create new *iCal* appointments.

Along with Snow Leopard support, this latest release brings two further standout features. The first is Quick Look support, enabling you to preview any selection directly from



Search for and manipulate items on your Mac with LaunchBar 5.

the results list. Even better, there's multiple clipboard support. The capacity is up to 40 items and you can merge clips; system-wide shortcuts provide fast access to your clipboard history within *LaunchBar*.

LaunchBar is rock solid in general use and delivers great functionality. The only downside is that it's a tad tricky to master. But persevere and you'll find it an essential install.

Craig Grannell

CONTACTS

Developer: Objective Development Software
www.obdev.at/products/launchbar

REQUIREMENTS

OS: Mac OS X 10.4 or later

PROS & CONS

- + Sleek clipboard manager
- + Flexible filtered indexing
- + Rock-solid functionality
- Tricky to get to grips with

VERDICT

★★★★★

"Highly recommended, even if you only use a fraction of its features."

>>DVD COPYING AND VIDEO-CONVERSION SOFTWARE

Roxio Popcorn 4

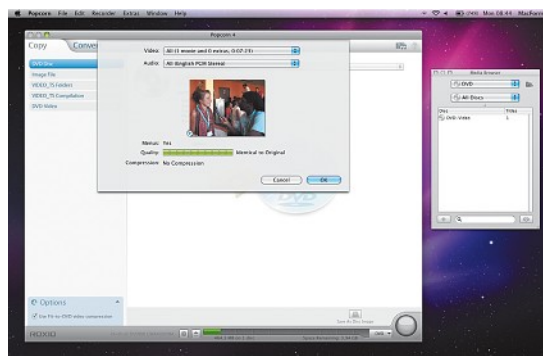
£35 Can Popcorn stay relevant against the free competition?

One of the hallmarks of a good business is its ability to release products with a unique selling point. If your USP is very niche or borderline useless, it won't win over potential users. Unfortunately for Roxio, *Popcorn 4*'s unique feature suffers from this fatal flaw.

But first, let's be clear on something: *Popcorn* itself is not useless. In its more common functions – video conversion and DVD copying – it's fairly good. The interface is handsome and accessible, though there is one inexplicably poor design decision: the button that starts the

processes isn't labelled. However, once you've figured out it's the blank red circle, you'll find that *Popcorn* has a couple of other useful tricks up its sleeve. You can schedule conversions to happen when you're not using your Mac, or pause the process if you need to free up your Mac's resources for a while.

What about those USPs then? Well, *Popcorn* is able to fit 9GB of information on a 4.7GB disc. We can imagine times when this could be useful, but it's surely not a common need. The seemingly useless feature we alluded to, however, is conversion



Popcorn 4 has a handy media browser for grabbing files quickly.

support for TiVo recordings made on branded DVRs. During our review period with *Popcorn*, Virgin Media announced that it was joining up with TiVo for new set-top boxes, so maybe Roxio are just miles

ahead of the curve here. But somehow we doubt it. The real issue, though, is one of value. Unless one of *Popcorn*'s features is really worth £35 to you, we'd go with the free *Handbrake*.

Matthew Bolton

CONTACTS

Developer: Roxio
www.roxio.co.uk

REQUIREMENTS

Processor: Intel Mac OS: OS X 10.5 or later Other: QuickTime 7, 800MB free disk space

PROS & CONS

- + Sleek interface
- + Schedule and pause options
- Not great value
- Won't copy commercial DVDs

VERDICT

★★★★☆

"There's nothing wrong with Popcorn 4, but free alternatives do exist."

>> WEB BROWSER

Camino 2

£Free Does this open-source browser do enough to win over the Mac faithful?

CONTACTS

Developer: The Camino Project
www.caminobrowser.org

REQUIREMENTS

Mac OS X 10.4 or later

PROS & CONS

- ⊕ Fast and stable
- ⊕ Great ad-blocking
- ⊖ Interface feels dated
- ⊖ Offers nothing new

VERDICT

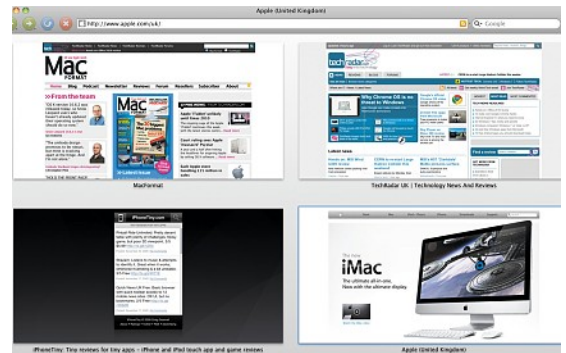
★★★★★

"There's nothing wrong with this browser, but it's nothing special either."

This app resembles the mutant love child of *Safari* and *Firefox*. It's based around the Gecko rendering engine used in *Firefox*, but aims to ape *Safari* in terms of user experience, utilising key Mac OS X technologies such as *Keychain*, *Spotlight* and *Dictionary*. With version 2, you get a lean, efficient web browser, albeit one that falls between two camps: it's neither as polished as *Safari* nor as flexible as *Firefox*.

The good news is that *Camino* is fast and stable. The rendering engine is adequate, although *Camino*

proves weaker than *Opera*, *Firefox* and *Safari* in terms of standards support. *Camino's* strengths remain, notably its robust ad-blocking, now improved in enabling you to define exceptions for *Flash*-blocking, but most of the other new features are playing catch-up. It's nice to have full-page zoom, session saving, phishing protection, improved keyboard access, and quick access to recently closed pages, but there's little evidence of innovation here. A minor exception is the tab overview, which is like a clunky *Exposé* for each window's tabs, and it's

**Tab Overview is one of Camino 2's few new features.**

at least useful. Other new features are rather more sub-standard, such as the draggable tabs; they can be rearranged horizontally, but, unfortunately unlike *Safari*, you can't drag and drop between windows.

Overall, *Camino 2* is a solid web browser. But it doesn't provide compelling reasons to switch over. If you're a *Camino* fan, upgrade; if not, stick with what you've got.

Craig Grannell

>> WINDOW MANAGEMENT

Zoom / 2

\$14.95 (£10) Snap to it on a Mac**CONTACTS** **Developer:** CodeRage (coderage-software.com/zoom/)

In Windows 7, windows can snap to screen edges, resulting in a tidier desktop. *Zoom* brings this to the Mac, enabling you to align windows to each other and the menu bar, the Dock and screen edges. Other window management features include resizing from any place or corner and bringing a window (or all of an app's windows) to the front when holding your cursor over it for a user-defined period of time. All actions – including window snapping – are optional, triggered via keyboard shortcuts in addition to mouse movement.

In use, *Zoom* works well, although it didn't appear

compatible with our Wacom tablet, and the optional information overlay kept popping up unexpectedly when we were doing other things. Also, some applications went crazy during resize actions (*Office* being the main culprit), although an ignore list is available for particularly badly behaved ones. Overall, *Zoom's* worth a look if you require extra window control (especially for its snap features) and don't rely on a graphics tablet.

Craig Grannell

VERDICT

★★★★★

"A useful window management tool for power users and window-snap addicts."

>> MAIL NOTIFIER

Herald 1.1

£Free Coming over via special delivery**CONTACTS** **Developer:** Erik Hinterbichler (erikhinterbichler.com/software/herald/)

Entourage provides a handy preview window when new emails arrive; by contrast, Apple's *Mail* increments the unread-email badge count in its Dock icon, which is a bit rubbish. On Leopard, *Mail.appetizer* provided a hugely configurable *Mail* plug-in for previewing incoming email, but it's yet to make the leap to Snow Leopard, hence Erik Hinterbichler making his own version.

Herald works very much like *Mail.appetizer*: when email arrives, a resizable preview window displays the sender, subject and the message's initial text. Buttons enable you to delete, junk, reply to, open or

mark as read the currently shown email. In use, *Herald* is clunkier than *Mail.appetizer*: it reveals *Mail* when the preview appears (minimise *Mail's* window instead of hiding the app), and its automatic hide options work inconsistently, the preview window sometimes disappearing.

Despite these niggles, *Herald's* worth a download, and the developer claims that fixes are being worked on. We look forward to *Herald 1.2* and beyond.

Craig Grannell

VERDICT

★★★★★

"Imperfect, but still essential. However, here's hoping the updates deliver."



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Mac mini media centre
Understand digital video
Get to grips with Tweetie
On the disc
Money 2, Speed Download 4
& BatchOutput DOC



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Portable HD group test
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iPhone

>> MEET YOUR iPHONE EXPERT

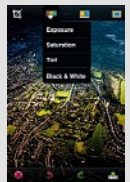
Deputy Editor
Christopher Phin
knows more about
the iPhone than
any one man has
the right to.



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NEWS IN BRIEF

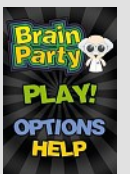
Photoshop comes to the iPhone



Adobe's version of Photoshop for iPhone has been released worldwide.

Its official name – *Photoshop.com Mobile* – shows that it's more akin to Adobe's hosted, simple version of the app than CS or even *Elements*. And indeed this free app is simple. You can crop, flip, apply special effects, saturation and tint control. And it integrates with your albums on **Photoshop.com**.

Our colleague makes an app!



The editor of *Linux Format*, our sister magazine, has made an app

that is now available on the App Store. *Brain Party* has more than 30 puzzles designed to keep your grey cells active. Plus it's only 59p! The first 10 *MacFormat* readers who email Paul, it's creator, with a screenshot showing their score of 210 or higher will win a code to get his next game free. Send your emails to **paul.hudson@gmail.com**.

>> TV STREAMING SERVICE

Sky Mobile TV News & Sports

£FREE (£6 subscription) Live Premiership football on your iPhone, sir?

Let's face it, Sky Sports is pretty expensive. A subscription to just Sky Sports 1 is £26.50 per month, rising to £35.50 if you take the full sports package. Add ESPN and it's another £9.

With *Mobile TV News and Sport* for iPhone, Sky has made all of Sky's Sports channels (Sky Sports 1, 2, 3, Xtra and News) plus ESPN, At the Races and Sky News, available to watch on Apple's device. And you don't even have to be a Sky Sports subscriber at home – all you pay is £6 per month subscription. But you can only watch when you have a WiFi network in range. The latter is almost certainly a restriction placed by O2 – something we saw with Sling Media's iPhone app.

"See what's on now and next, and by hitting the arrow next to the listing, you can browse what's on in the next 12 hours"

Compared to a regular Sky Sports subscription, the app is cheaper. Obviously you don't have the channel choice – this is just news and sport, and unless you have an Apple Component AV cable, you're limited to the small screen. But you do get all the live Premiership and Football League games from Sky and ESPN, live international and domestic cricket, La Liga, Serie A, live US Open tennis and much, much more. There's no on-demand like Sky Player – this is just live – but for £6 per month, it's undeniably very good value.



The electronic programme guide is well put together – you can see what's on now and next, and by hitting the arrow next to the listing, you can browse what's on in the next 12 hours. When you're watching, quality is incredible – much better than we expected. We tested the app on a Virgin 50Mb and a BT 8Mb connection, as well as using The Cloud at Paddington station. On no occasion did we ever experience any buffering. Quite remarkable, really. You can even pause – as with Sky+ – and rewind the action back 30 seconds.

CONTACTS

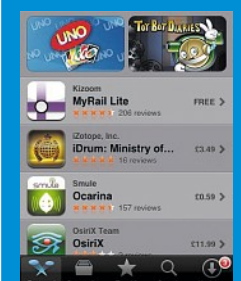
Developer: BSKyB

VERDICT

★★★★★

"If it worked on 3G it would be better of course, but even now it's a brilliant iPhone app."

>> DOWNLOAD THESE APPS



You can download these apps from the iTunes Store on your Mac or from the App Store on your iPhone or iPod touch.

>> VOICE EFFECTS

Voices

£0.59 Make yourself heard to great effect

What a lovely little app! *Voices* takes your voice and applies one of 18 special effects to it. You will need an external microphone to make it work with a second-generation iPod touch, something that's not supported at all with the first-generation touch. And the quality of these effects can be a little variable: the echoey Cave and scratchy Vinyl are terrific, though some of the more ambitious ones – the Darth-Vader-like Dark Side, and Guitar – need some imagination to make them work.

Still, the app is executed with such polish that it's hard to complain. You can share your recordings by email, or on Twitter or Facebook, though there's no direct way to save them to your Mac.

**VERDICT**

★★★★★

"Terrific fun. Beautifully polished. Worth owning just as an example of a lovely app."

>> OCR

Business Card Reader

£3.49 From paper to digital in one easy step

The promise of this app is beguiling. The basic idea is that you snap a picture of someone's business card (you need an iPhone 3GS for this, though if you add something such as Griffin's Clarifi case to an earlier model you can get the focus sufficiently close) and the app converts the picture to text and detects what part of the image is the name, which part the phone number and so on. (It keeps the photos of the card too as a nice visual reference.)

The ability to merge with existing contacts, or look up on LinkedIn, is also all well and good. Despite such nice touches, though, it introduced (often minor) OCR and data detector errors.

**VERDICT**

★★★★★

"A good first step, perhaps, and a terrific idea, but not without error."

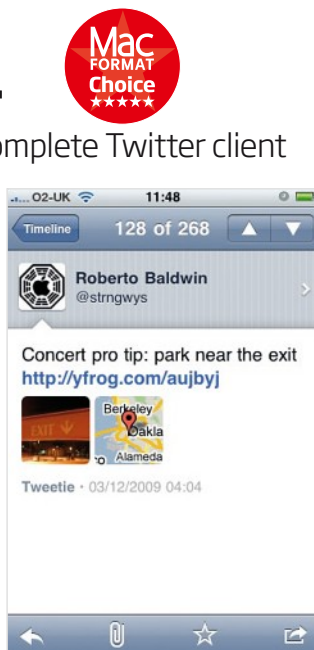
>> TWITTER CLIENT

Tweetie 2.1

£1.79 A powerful and complete Twitter client

Despite Twitterrific's charms, hardcore Twitter users on iPhone tend to gravitate towards *Tweetie*. It's never been the prettiest client, but it's always very powerful. Version 2.1 loses none of the power and adds support, among other things, for three of Twitter's newest and most exciting features. Lists make it simple to view only subsets of those you're following, and the new retweet feature cuts down on irritating duplication, but it's the support for the geotagging API that we're excited about.

An official Twitter feature now, this lets each tweet have its location (optionally) embedded invisibly, making it easy to build rich search terms or just see what folks around you are tweeting about.

**VERDICT**

★★★★★

"As much as we miss Twitterrific, the features supported here are epic."

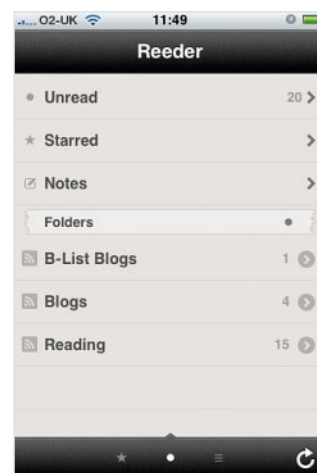
>> RSS READER

Reeder

£1.19 Get your RSS on your phone, cleanly

Since *NetNewsWire* on the Mac moved from its parent company NewsGator's syncing service to Google Reader, there are plenty of Mac users who now have a choice about which RSS reader to use on their iPhone. And if, like us, the official NewsGator version of *NetNewsWire* on the iPhone leaves you cold, consider *Reeder*. It syncs with Google Reader with support for tags, starred items and notes, and lets you read your feeds either split by source or in chronological order.

It integrates Instapaper, Delicious and Read It Later, and has a built-in browser so you don't have to bounce out to *Safari* to see the original source. It's satisfyingly fast too. ●

**VERDICT**

★★★★★

"This app is clean and simple but comes with plenty of good features too."

Games

>> MEET YOUR GAMES GURU

Andy Dyer is a legend, having worked on many games mags. He now gets his gaming fix on his iMac and iPod touch.



● ACTION & ARCADE ● PUZZLE & STRATEGY ● ONLINE ADVENTURE ● iPHONE GAMES

NEWS IN BRIEF



Ice cool

Games based on movies are always a bit hit and miss, but *Ice Age 3* is an exception. That's because it's based on the same game engine as the popular platform/puzzler *Toki Tori*. The only difference here is that instead of being an egg hunt, you play the part of Scrat, who's on the hunt for acorns. A decent tie-in.

www.chillingo.com



Donkey work

Electronic Arts released a game called *M.U.L.E.* way back in 1983. It was a strategy game with an emphasis on economic activity and although it was critically acclaimed, it never sold that well. You can now experience a modern take on it thanks to *Planet M.U.L.E.* from Turborillo. Check out the free download.

www.planetmule.com

>> SPACE COMBAT PREVIEW

Star Trek D-A-C

Star Trek: The Movie inspires a cracking online game

Arguably the best action movie of 2009, *Star Trek* rebooted the ageing franchise in spectacular style and made Trekkers of us all. By the time you read this, the game should already be available on digital download courtesy of Transgaming (www.gametreeonline.com), so here's what you can expect.

Originally the game debuted on Xbox Live Arcade. However, this Mac version isn't just a port but features additional content including two new ship classes, a survival mode, additional maps and extra pickups. *Star Trek D-A-C* (the D, A and C refer to the game's original three play modes: Deathmatch, Assault and Conquest) is a top-down arcade-style shooter, which enables players to go online and battle it out using ships such as the USS Enterprise.

The four play modes offer a variety of challenges. Deathmatch pits teams

"Romulan and Starfleet captains now have four pickups, each adding spice to the conflict"

against each other in a kill-or-be-killed fight to the finish. Assault sees players taking it in turns to conquer and defend a sector of space. Conquest is a strategic challenge in which opposing teams battle to



Star Trek D-A-C will take you boldly where no game has gone before. Probably.

defend three key control points and a home-base in space. And finally, Survival mode sees single players fight off Romulan attackers, picking up bonuses as they do so.

Class system

Each faction boasts five different ship classes. Joining the original Bombers, Fighters and Flagships is the new Missile Cruiser. Romulan and Starfleet captains now have four pickups, each of which add plenty of spice to the conflict. On the Romulan side there's

the Astral Storm, the Energy Flux, a Cloak for invisibility and a Holographic Mine. Starfleet captains also have a speed boost in the form of the Max Impulse pickup. Invulnerability means you can dish out damage without taking any, Wing Man creates a mirror image of yourself, and Quantum Torpedo seeks out and destroys whatever you fire it at.

It promises to be good fun and even features the movie soundtrack to add a bit of authentic atmosphere to the proceedings. ●

>>MMORPG (MASSIVELY MULTIPLAYER ONLINE ROLE-PLAYING GAME)



Warhammer: Age of Reckoning

£Free The Warhammer endless free trial is now available. Let battle commence...

There are dozens of MMOs to choose from, but in terms of subscription-based, large-scale productions, *World of Warcraft* has been the only show in town for a long time. That all changed last year when *Warhammer: Age of Reckoning* was unleashed. While the subscriber base has failed to reach anything like the numbers achieved by *WOW* – and there has been a reduction in the number of servers running the game – it's still a viable alternative and the Mac release of the game is a welcome move.

The free trial runs for an unlimited period and even if you're not planning to subscribe, you should try the game. Also, if you've at any stage tried and failed to install the Beta version of the game and left the file on your Mac, you need to delete it and start again from scratch, or you'll face a number of difficulties when trying to install the latest patches.

Get in character

Once you're up and running, dive straight in and begin your adventure. Your first task is to create a character. It has to be said that the initial templates on offer aren't as exotic and attractive as those found in *WOW* but you'll soon improve your couture as you obtain more objects, armour and weapons as you play. In fact,

"For the moment, the trial is an extremely generous and entertaining offering that's you'd be totally mad to pass up..."

customisation is a fun part of *WAR*. At the initial character-creation stage, players can decide upon race and class, and adjust facial features and skin tone. As more items are collected, the player can improve the appearance of their character.

Character differences aren't just skin deep though, thanks to the career system. A player's chosen career (or character class) is, unlike in other MMOs, quite a fluid thing. So as



Choose a career for your character; vet, children's entertainer and spaceman are not options.

well as having the role of, say, a healer or a tank, your character will also be able to acquire and train in additional abilities and specialise within his or her chosen field. In this way it's quite possible for two players to have chosen the same race, gender and career, but to end up with quite substantially different characters.

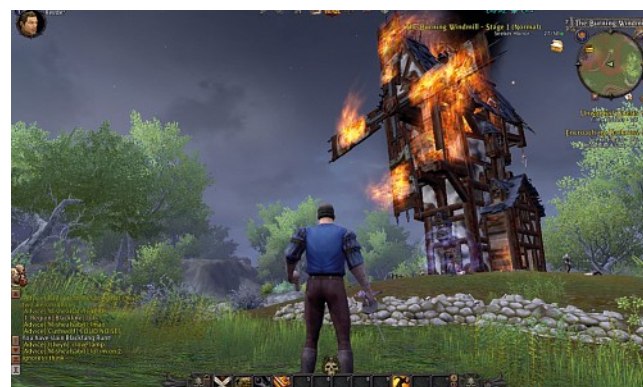
The unlimited free trial caps the player's rank at level 10 and while this might not seem much, there's still plenty to do while attaining this level. For a start, players have nine character slots to fill, and any one of the 24 different careers are available from the outset. This means you can experiment with a whole bunch of

Quests, which has sub-tasks where you can team up with other players to achieve a stated goal, and which also ease you into the more social aspects of the game. In fact, to give you a smooth passage into the full game, the trial also helps you through the process of joining a new player guild.

Not bad for a trial run

WAR's much-vaunted Realm Vs Realm gameplay is a feature of the trial, though it doesn't really come into play in a significant way. To see the more epic themes of the game unfold, you'll need to subscribe. For the moment, the trial is a generous and entertaining offering that you'd be mad to pass up. We'll report back on whether the full subscription lives up to the promise of this early taster in an upcoming issue. ●

Bigger, better, faster, more and it won't even cost you a single penny...



CONTACTS

Developer: Mythic Entertainment

www.warhammeronline.com

Publisher: Electronic Arts

www.ea.com

REQUIREMENTS

OS: OSX 10.5.7 **Processor:** Intel

only **RAM:** 2GB **Other:** 128MB

VRAM, 1GB hard drive space for streaming free trial, 15GB hard drive space for full game

PROS & CONS

- ⊕ Looks good
- ⊕ Lots of career choice
- ⊕ Good tutorial system
- ⊕ Plenty to discover
- ⊕ Unlimited time to explore
- ⊖ Capped at level 10

VERDICT

★★★★★

"Lots of character creation, exploration and public questing awaits you. And that's just in the free trial."

>> POINT-AND-CLICK ADVENTURE

Machinarium



\$20 (digital download) A delightful adventure in a world of marvellous machinery

CONTACTS

Developer: Amanita Design
www.amanitadesign.com

Publisher: Amanita Design
www.amanitadesign.com

REQUIREMENTS

OS: OSX 10.4 **Processor:** 1.6GHz

RAM: 1GB **Other:** 380MB hard drive space

PROS & CONS

- ⊕ Beautiful backgrounds
- ⊕ Lovely animations
- ⊕ A touching story
- ⊕ Fun and logical puzzles
- ⊕ Gorgeous sounds
- ⊖ A bit short and slow

VERDICT

★★★★★

"A wonderful tale, sensitively told, and with visuals as enchanting as any children's storybook."

Sometimes a picture paints a thousand words and *Machinarium* is ample evidence of this. The first thing you'll notice when you play *Machinarium* is the game's beautiful looks. The hand-drawn backdrops, foreground detail, characters and incidental animations are uniformly enchanting and occasionally breathtaking. Not breathtaking in the sense that there are lots of cutting-edge 3D effects and astonishingly detailed textures – there's none of that – but in the same way that a beautifully produced children's storybook might transport you to another world. Every magical scene and animated sequence takes your breath away, and that must surely be the result of hours upon hours of careful crafting by hand.

Visually, nothing is repeated, or copied and pasted. Every location is an original artwork. Every animation is specific to its context.

Pure logic

The story – and consequently, the aim of the game – is deliberately ambiguous to begin with. The game's protagonist, a robot, is dumped onto a trash heap, his head, torso and limbs scattered to the winds. It's up to the player to reassemble the robot and embark on an adventure that sees him rediscover his lost love and exact justice over those who wronged him.



Use your logic to get through the levels - or, if all else fails, chuck a barrel and hope for the best.

Playing *Machinarium* is a familiar experience to anyone who has played point-and-click adventures before. You click on and collect objects, talk to people to get clues, and explore the environment. The difference is not only is there no textual dialogue (the story is played out in actions and animations) but the puzzles are strictly logical. Whereas in other adventures puzzles might be intentionally obtuse, here a piece of string needs attaching to a hook, a can needs filling with oil, a dormant electronic arcade machine needs

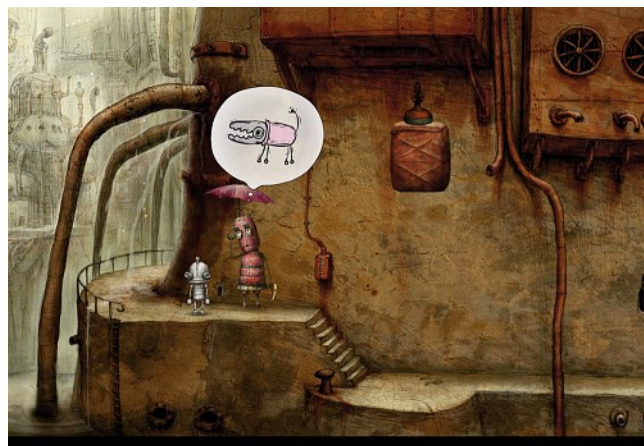
map system enabling players to jump back to previously explored areas rather than having to trudge there would also have been welcome.

Original sins

Also, as much as we adore the love that's been lavished on the game, there's nothing terribly original here. Gameplay-wise, it not only owes a debt to countless point-and-click adventures that have gone before it, but it also harks back to the ancient adventure *Cosmic Osmo* released on the Mac way back in the late 80s.

"Visually, nothing is repeated, or copied and pasted. Every location is an original artwork. Every animation is specific to its context..."

Who needs words?
Machinarium depends entirely on actions and animations to tell the story.



recharging. The solution isn't always obvious, nor easy to find.

The soundtrack to the adventure is equally well designed. The player's actions, resulting in clinking and clanking effects, are augmented by an ambient background soundscape so beautiful, it becomes just as important to the overall experience as the gameplay itself.

To say there are no real downsides to the *Machinarium* experience would be a lie. Progress can be slow thanks to the protagonist's uniformly plodding approach to his mission. A

But what it lacks in finessed controls and originality, it makes up for in its artistry and storytelling. Any player who takes it to completion will experience achievement, a feeling of well-being, and an appreciation of a truly creative developer, who cares about their audience.

One wonders what Amanita Design might be capable of given a multi-million-dollar budget. But at the same time it would be nice to think they'll stick to small-scale games like this. It's projects like *Machinarium* that give gaming its soul. ●



>>IPHONE/IPOD TOUCH ARCADE

Super Monkey Ball 2

£5.99 The monkey in a bubble returns

This was the game that got everybody talking about the iPhone as a gaming platform, due to the nifty use of the accelerometer as a control device. You tilt your iPhone to guide a little monkey in a glass ball through a series of floating 3D platforms, trying to avoid a fall from the edge. Unfortunately, it had a very sensitive control system, which meant it was fiendishly difficult to play.

The new version is essentially more of the same but features improved graphics, more options, more levels, more characters, and it's not as difficult as the original, which makes it more fun. So long as you don't try to collect every single banana on each level (get 10 and you gain an extra life) mere mortals do now actually have a chance of completing most levels. Hallelujah! ●

CONTACTS

Developer: SEGA
Available from the App Store

VERDICT

★★★★★

"Superb. This is what the original game should have been."

ABOVE: Every banana counts - that's the overriding message of Super Monkey Ball 2.

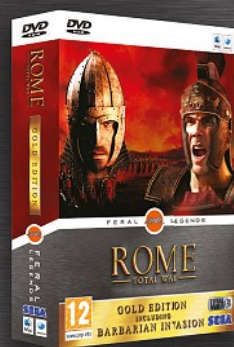
BELOW: It includes a mini game called Monkey Bowling with more mini games coming soon.



ROME: TOTAL WAR - GOLD EDITION
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>> IPHONE/IPOD TOUCH FIRST-PERSON SHOOTER

Doom Classic

£3.99 The first-person shooter's original blueprint comes to iPhone

This is the complete *Doom* experience featuring 36 levels across the original game's first three chapters plus an extra chapter from *Ultimate Doom*.

What now seems like a fairly basic first-person experience was once pretty revolutionary. And in terms of fun, the mix of action and gore still retains its magic. Plus, with a bit of tweakage going on, the game looks less pixelated than before.

It features an excellent wireless local multi-player option, although those hoping for online play will be disappointed. A few more enhancements might have been welcome, but as retooled classics go, this one presses most of the right buttons. ●

CONTACTS

Developer: id Software
Available from the App Store

VERDICT

★★★★★

"A smart version of classic *Doom*. Young uns might not 'get' it though."



>> BUY ONLINE



You can download these iPhone and iPod touch games from the App Store.

>> IPHONE/IPOD TOUCH ACTION

Pang

£1.79 I'm forever blowing (up) bubbles

This is an almost pixel-perfect conversion of the arcade classic *Pang*. The idea is to pop bubbles with a vertically firing grappling hook. When a large bubble pops, two smaller ones appear and so on until the screen gets terrifyingly busy. Clear the bubbles and you move onto the next of the game's 50 levels.

There are different numbers of bubbles, platforms, and power-ups, all of which keeps things interesting. If you don't like frustration, avoid it. Otherwise, it's an addictive and punishing must. ●

CONTACTS

Developer: Gaelco Moviles
Available from the App Store

VERDICT

★★★★★

"It looks cute but this is a proper old-school challenge. Terrific!"



>> IPHONE/IPOD TOUCH QUIZ MACHINE

Quiz Quiz Quiz

59p The clue is in the title

This app is essentially a quiz machine, with several play modes for solo players and groups. There are also more than 5,000 questions per language (so if you fancy trying UK, Aussie or even Indian-themed questions, your options are huge). The questions are surprisingly varied too, categories including movies, TV shows, sports, cheeses(!), animals and math puzzles, to name just a few.

It's a shame there are no picture or video challenges, but at just 59p this is superb value and surprisingly well-put-together. ●

CONTACTS

Developer: Four Door Lemon
Available from the App Store

VERDICT

★★★★★

"A great quiz game with loads of regionalised questions."



Mac User Groups

Find fellow Mac enthusiasts near you! Here's a list of the UK & Ireland MUGs

[1] Aberdeen MUG
Aberdeen
davidjearly@mac.com
www.abdnmug.co.uk

[2] Bristol & Bath MUG
Bath
info@bbmug.co.uk
www.bbmug.co.uk

[3] Berkshire & North Hampshire MUG
Reading area
i.j.burn@reading.ac.uk

[4] Blackburn MUG
Blackburn
info@bmug.co.uk
www.bmug.co.uk

[5] Bracknell Forest MUG
Bracknell, Berks
office@bfmuguk.org
www.bfmuguk.org

[6] ClubMac Ireland
Dublin
secretary@clubmac.ie
www.clubmac.ie

[7] Cork University College
Cork
d.murphy@cs.ucc.ie
www.ucc.ie/mug

[8] Cumbria Mac Enthusiasts
Barrow-in-Furness
CumbriaMacEnthusiasts@steel.clara.net
home.clara.net/steel/cme_home.htm

[9] Deaf Mac Users
Website group for the hard of hearing
nick@sturley.co.uk
http://tech.groups.yahoo.com/group/deaf-macs/

[10] Durham University MUG
Durham
durmac@durham.ac.uk
www.dur.ac.uk/durmac

[11] Edinburgh MUG
Edinburgh
admin@edmug.org.uk
www.edmug.org.uk

[12] Exeter MUG
Exeter
examug@mac.com
www.examug.org.uk

[13] FAMUS (Fife)
Kirkcaldy
davidwlaw@btinternet.com
www.fifedirect.org.uk/famus

[14] Glasgow MUG
Glasgow
glas.mug@mac.com
www.glasnmug.com

[15] Harlech MUG
South Snowdonia
ian@climb8.com

[16] Isle of Wight MUG
Isle of Wight
admin@iowaug.org.uk
www.iowaug.org.uk

[17] Kent & East Sussex MUG
Kent
www.kesnmug.org

[18] London MUG
London
secretary@lmug.org
www.lmug.org.uk

[19] MACUS (Manchester)
Manchester
daviaeger@macunlimited.net

[20] Midlands MUG
Birmingham
group@mmug.org.uk
www.mmug.org.uk

[21] Northern Ireland MUG
Belfast
matt@nimug.org

[22] North West Mac Group
Near Warrington
info@nwmug.co.uk
www.nwmug.co.uk

[23] Norwich MUG
Norwich
norwichmacusergroup@mac.com

[24] Oban MUG
Oban
obanmug@mac.com

[25] OxMUG
Oxford
www.oxmug.org

[26] Potteries MUG
potmug@mac.com
www.potmug.com

[27] Severn MUG
South West
admin@s-mug.com
http://s-mug.com

[28] Southampton Uni
Southampton
trf.106@soton.ac.uk

» MUG OF THE MONTH / North West MUG

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WELCOME



About us...

Established nearly twenty five years ago, this is one of the oldest Mac User Groups in the UK. People have come and gone but the club remains popular and this is a tribute to Apple and the products they produce, with members wanting to try and get the best out of their machines to suit the way they live.

New members are most welcome to come along to our monthly meeting near Warrington to learn something new or just to chat with fellow Mac enthusiasts.

[Click here for information about the next meeting](#)

All images are © Apple Inc

Established nearly 25 years ago, the North West Mac Users Group is one of the oldest in the UK. Regular meetings are held near Warrington and new members are always welcome. Previous topics for meetings have included how to share files with PC users, how to sync with MobileMe and advice on using *Time Machine* for backing up files. To find out more and to get involved, head over to www.nwmug.co.uk. ●

[29] South Essex MUG
Wickford, Essex
chairman@seal-apple.co.uk
www.seal-apple.co.uk

[30] South Wales MUG
Cardiff
swmug@applewiz.biz
www.swmug.org.uk

[31] Sneem MUG
Sneem
sean@smug.ie
www.smug.ie

[32] Stroud Mac User Group
Stroud
jmuy@aol.com

[33] Suffolk Mac User Group
Ipswich
mike@mikekwasniak.co.uk
suffolkmacusergroup.co.uk

[34] Swindon MUG
Swindon
swindonmacusergroup@
googlemail.com
http://swindonmacusergroup.googlepages.com

[35] Surrey MUG
Surrey
monimagr@mac.com

[36] Three Counties MUG
Luton, Bedfordshire
info@3cmug.co.uk
www.3cmug.co.uk

[37] Wessex MUGs
Fareham, Dorchester,
Bournemouth & Salisbury
enquiries@wamug.org.uk
www.wamug.org.uk

[38] Yorkshire MUG
Doncaster & other towns
ymug@mactalk.info
www.ymug.org

NEW STARTER

START YOUR OWN MUG

If you're planning on starting up a new MUG in your area, or you have recently set one up, let us know and we'll print the details here. Email

macformat@futurenet.com



Solid-state drives are becoming more popular thanks to their speed and reliability.

Photography by Gavin Roberts and Dave Caudery

>> SOLID-STATE DRIVES

Smooth operators

Solid-state drives are slowly gaining in popularity. **Christopher Phin** scrutinises the market leaders



>> DID YOU KNOW?

There are two classes of SSD: MLC (multi-level cell) and SLC (single-level cell). All the drives we've tested here are of the slower MLC type, since SLC drives tend to be both very expensive and low capacity. The usual advice is to install your OS on an SLC drive and use a second drive for data storage, but since we're focussing on testing drives as replacements for notebook disks, fitting two drives isn't a realistic option.

Today's hard disks are unrecognisable from the \$3,499, 5MB monster that was Apple's first hard disk, the ProFile. And yet at heart, the basic technology is the same: a read/write head floating perilously close to delicate platters of metal or glass, writing data magnetically on their surface. Not only is this magnetically recorded data

hard disks, SSDs have many advantages. They're fast – especially, when compared to hard disks at non-sequential access – they draw less power, and, because they have no moving parts, they're both silent and much more robust.

We asked manufacturers to submit 2.5-inch SATA drives of around 128GB; we think this is a popular, useful balance. (IDE

"You can swap the hard disk from any MacBook or MacBook Pro for a solid-state drive and clone your disk to the new SSD"

susceptible to corruption from other magnetic devices, but also the platters can be easily damaged by rough handling.

SSDs (solid-state drives) store their data on a special kind of flash memory; it's similar to what you'd find in a USB flash drive or SD card, but faster and much more resilient. Though the cost-per-gigabyte is still significantly higher than for

models exist for older machines and some manufacturers offer 3.5-inch models suitable for Mac Pros.) You can swap the hard disk from a MacBook or MacBook Pro for a solid-state drive, so if you decide to buy one, you can clone your disk to the new SSD and pop it in.

Corsair, Samsung and Western Digital all declined to submit test models for various reasons.

Product line-up

Crucial M225 2.5" Solid-State Drive **£277**

Imation 2.5" M-Class SATA II SSD 128GB **£266**

Intel X25-M Mainstream SATA Solid-State Drive 160GB **£315**

Kingston 128GB SSDNow V-Series SATA2 2.5" Upgrade Kit **£172**

OCZ Agility Series SATA II 2.5" SSD 120GB **£303**

Patriot 128GB Torqx SSD Drive 2.5" SATA **£320**

Transcend 128GB 2.5" Solid State Disk **\$327**

Transcend Ultra 120GB 2.5" Solid State Disk **\$487**

>>TEST ONE

Value test

Which drive will give you the best return on your cash?

Even though the market is young, SSDs are becoming commodified; there's very little to differentiate these drives when it comes to value for money. With a couple of exceptions, the price per gigabyte on all the drives here hovers around £2.50, regardless of the fact that we have a few different capacities represented. (Remember that *MacFormat* doesn't quote official RRP's from manufacturers; we think they give an artificial price point, and so the prices we quote are the best prices we can find online – at the time of writing – from a reputable dealer such as amazon.co.uk).

The drive that offers the very best value for money is the Kingston 128GB SSDNow V-Series SATA2 2.5" Upgrade Kit. Not only is it the cheapest – both in absolute terms and in terms of price per gigabyte at only £1.34/GB – but it also includes the most useful extras. The bundled USB disk enclosure comes in handy with the kind of Intel machines likely to be using these SATA drives, given that Intel Macs can boot from USB drives to make the cloning process as simple as possible. Not only that, they're also decent quality. Overall it's a terrific bundle, though

if you wish, you could also choose to buy the drive on its own.

OCZ's Agility drive represents the poorest value here. It ships with no extras, has the highest unit cost and, partly thanks to its 120GB capacity when 128GB is the norm here, costs 56p-per-gigabyte more than the drive from Kingston.

Taking into account the dollar-to-sterling conversion rates, the basic Transcend drive looks like good value (though the Ultra model is significantly less enticing since it's such a basic package, never mind its performance improvements). But remember that you have to deal with shipping from the States as well.

Finally, the Crucial drive scores well on value because it offers the best bang for buck – its performance improvement compared to a hard disk, relative to the price per gigabyte, is the highest of all the drives on test.

>>TEST RESULTS

Crucial	★★★★★
Imation	★★★★★
Intel	★★★★★
Kingston	★★★★★
OCZ Agility	★★★★★
Patriot	★★★★★
Transcend	★★★★★
Transcend Ultra	★★★★★

>>TEST TWO

Extras test

What else do you get in the box? And do you want it?

Because these drives all share an interface and form factor with the more popular hard disk (and, as far as the host operating system is concerned, they're essentially the same thing – just a big pool of 'medium to store stuff on') they don't need anything else in the box to make them work. They're true plug-and-play devices that don't even require drivers.

Still, it's always nice to get extras, and some manufacturers put other bits in the box to try to entice us. Sadly, while many of the drives here include software to help you clone your hard disk to your new SSD, none work on the Mac. It's no great loss, however; savvy Mac users will already be familiar with excellent tools such as *SuperDuper!* and *Carbon Copy Cloner* – on your cover disc – that will do the job easily. Both are free, too, though of course you can pay to unlock more features or make a donation, respectively.

Three drives here do offer some extras that are potentially useful, however. The least appealing comes with the Patriot Torqx; it includes a bracket to let the drive be mounted in the 3.5-inch slot of a desktop computer, but sadly the screw holes for mounting the

adapted drive are on the sides, which is useless for Mac Pro owners whose drives are attached by screwing them vertically to drive caddies.

Imation's offering is better: it's a SATA-to-USB interface that lets you connect your SSD to your Mac to let you clone from one to the other. It's a bit Heath Robinson, however, as the data connector is separate from the power supply, and in our review sample at least there wasn't a UK adaptor. (But it wasn't a big deal; the power brick used a standard kettle lead.)

Kingston impressed us the most though. Included in the box was an easy-to-open case for a 2.5-inch SATA drive that connects over USB. Once you've cloned your drive across, you could simply pop your old hard disk in this case and keep it as a handy external USB drive. Kingston therefore trumps the Imation and Patriot offerings.

>>TEST RESULTS

Crucial	★★★★★
Imation	★★★★★
Intel	★★★★★
Kingston	★★★★★
OCZ Agility	★★★★★
Patriot	★★★★★
Transcend	★★★★★
Transcend Ultra	★★★★★

>> HOW WE TESTED / Rating the performance of a solid-state drive

We decided on a testing methodology for these drives that provides megabyte-per-second data for each drive rather than timings for common tasks such as startup. Real-world timings for drives involve too many variables such as processor speed, user reaction time and so on, to be fair.

Still, we didn't turn off the Mac-default journaling system – a file-tracking system that will slow results – and even though it will have put some drives that include DRAM caches at an unfair disadvantage, we decided to disable cache effects in our

benchmarking software. We created a fresh disk image of a 10.6.2 install, then cloned it to all the SSDs. These were then fitted in turn into a 2.66GHz 15-inch MacBook Pro with a SATA II interface. We used *QuickBench* (www.speedtools.com) to benchmark performance. Each test was run 10 times. For information on the results, see the Speed test, page 109.

We also benchmarked a MacBook Air fitted with an official Apple SSD as a reference point, as well as the 320GB hard disk that came in the test MacBook Pro.



>>TEST THREE

Speed test

All these drives are faster than a hard disk – but how much faster?

Storage performance varies depending on whether files are being read or written, whether the files are small or large, and whether the data is being written randomly or in one sequential chunk. In the latter case, random reads/writes are usually a more realistic indication of performance, given that it's rare that large files are able to be written in a single go.

We used *QuickBench* to test all these variables; results are shown on pages 110-110. The results were sufficiently similar for file sizes between 2 and 10MB, and between 20 and 100MB, for us to report only the average for reads and writes across these file sizes. These results represent what most of us would think of as a disk's speed – this is what we're exposed to when we save or copy a file.

Still, it's the smaller file sizes that provide more interesting, divisive information. These smaller chunks, which we've reported in their entirety, are more indicative of the kind of performance you're likely to be affected by minute by minute, representing as they do the kind of tiny packets of data the operating system is shunting around as it's working away.

Slow speeds here will make your system feel sluggish, though if you have oodles of RAM and a fast Mac, the effects will be less felt. And if you have a setup like this, you're likely working with large media files, and so will be more concerned with the load/save times of large chunks of files; if this is you, check the large and extended results.

The first thing to note is that all the SSDs trounced the hard disk, especially – as we'd expect – when

it came to the random reading and writing of small blocks of data.

The clear loser here was the Kingston drive. Although its performance usually matched that of the official Apple SSD in the MacBook Air, it was often significantly slower than the other drives. And while the drive from Intel performed well when reading, its write speeds for large chunks were consistently disappointing.

The drives from Crucial, OCZ and Patriot, and specifically the Transcend Ultra, all performed well, and there's little to differentiate their performance. On average, the Patriot drive just squeaks ahead, but there's hardly anything in it.



>>TEST RESULTS

Crucial	★★★★★
Imation	★★★★★
Intel	★★★★★
Kingston	★★★★★
OCZ Agility	★★★★★
Patriot	★★★★★
Transcend	★★★★★
Transcend Ultra	★★★★★

>>THE WINNER / Crucial M225 2.5" Solid-State Drive

If our scores seem particularly harsh in this group test, it's because we feel that the SSD market is one that's too new to be wholeheartedly endorsed. It's not just that the technology has problems – manufacturers are working hard to reduce the negative impact of the finite read/write cycles of memory blocks, for example – but also that the price per gigabyte is too high for an SSD to be an obvious purchase for many.

We're frustrated too that no manufacturer has thought to address the needs of the Mac user directly. Having said that, OCZ does make a Mac edition of its Vertex drive – which it declined to submit to this test, citing stock problems – and offers a bootable ISO that runs on Macs to help upgrade drives' firmware. Yet there's little help given to Mac users generally.

Still, SSDs do offer significant benefits, not only in speed but also in robustness. Our test MacBook really did feel much less sluggish with an SSD inside compared to a hard disk. Plus it feels right having your data stored on a device that has no moving parts, that draws less power, and that runs completely silently.

But we need to pick a winner. Despite a high mark, due mostly to the handy bundled enclosure and low price, we recommend you don't buy the Kingston 128GB SSDNow V-Series SATA2 2.5" Upgrade Kit. It's the slowest drive on test by an easy margin, and though it's faster than a hard disk, it is, on average, only 2.3x faster across all our tests. Meanwhile the drives from Crucial and Patriot, and the Transcend Ultra, are more than six times faster. You could buy the Kingston for the value and security that comes from solid-state storage, but there are better, faster drives here.

The Patriot Torqx is the very fastest drive on test, but it's also the most expensive. Ultimately, either it, the Transcend Ultra, OCZ Agility or the drive from Crucial all performed well, so which you choose comes down largely to personal choice. OCZ has a reputation for innovation, Transcend SSDs are tricky to get hold of in the UK, and we have no strong



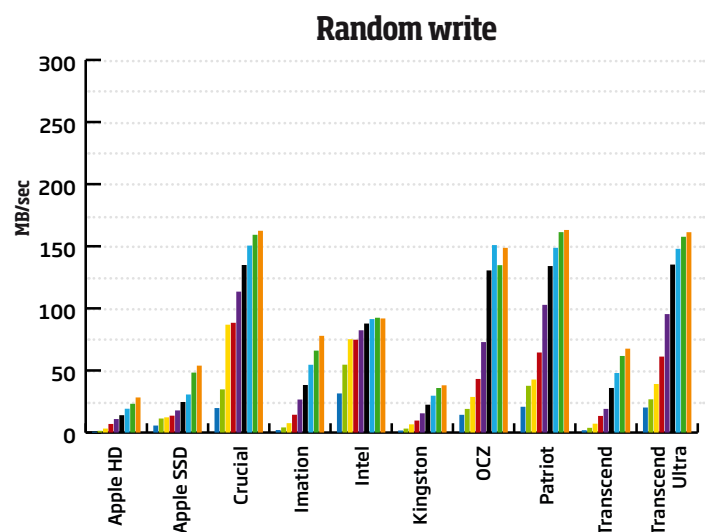
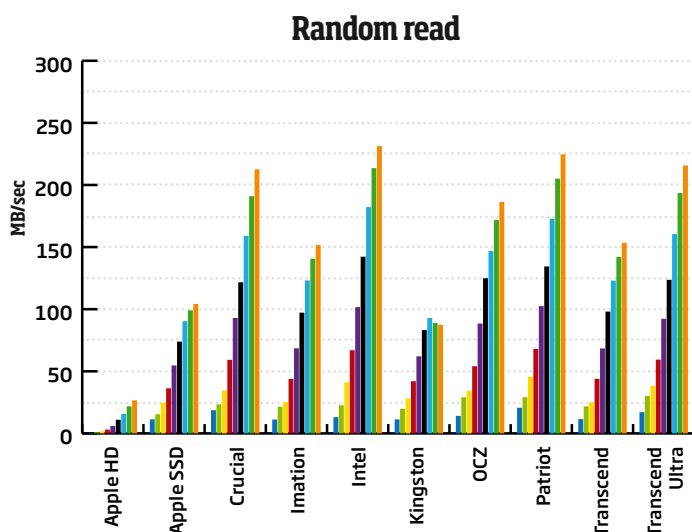
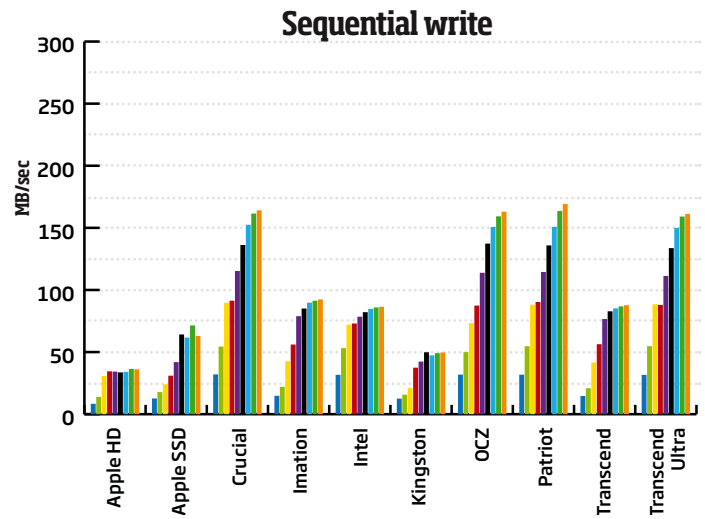
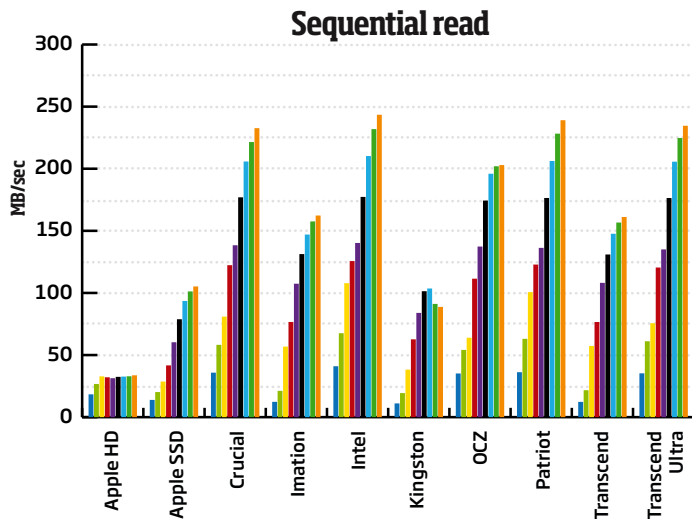
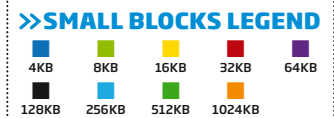
feelings either way about Patriot as a manufacturer of SSDs.

Which leaves us with Crucial. Granted, it's just a bare drive with no extras, and it's right in the middle of the price range for this group, but we've come to trust the Crucial brand implicitly over the years as a company that makes top-quality products, ships them quickly, and offers rock-solid support. It's also one of the very fastest drives on test here, so we're happy to recommend it.



Benchmark graphs

We've included benchmarks from the stock MacBook Pro hard disk and the SSD in a MacBook Air as reference points

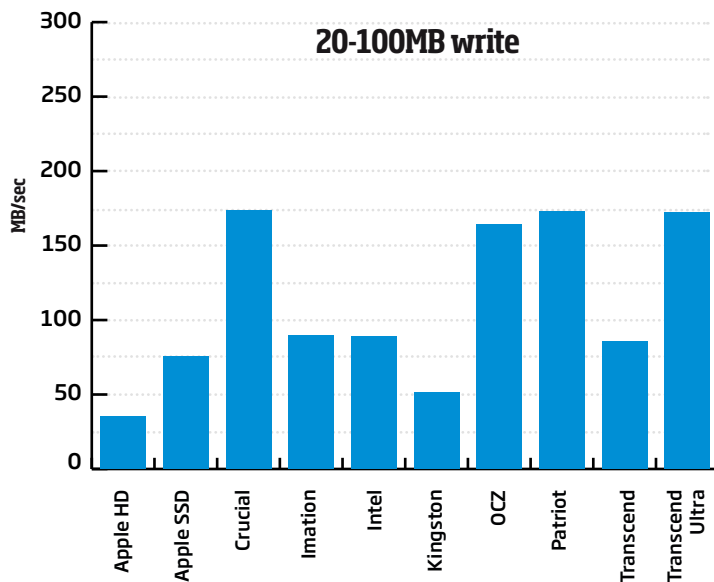
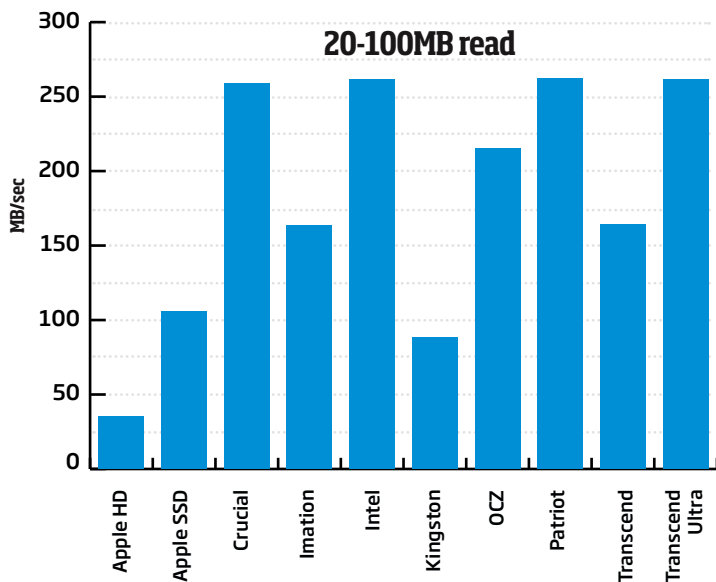
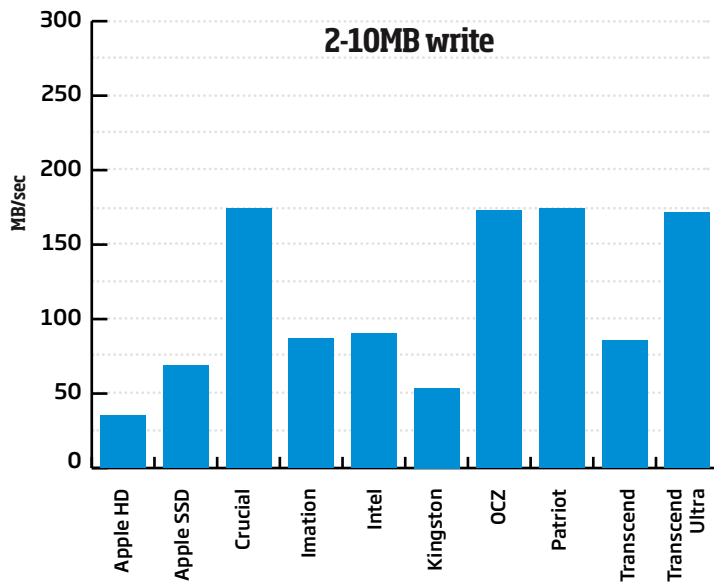
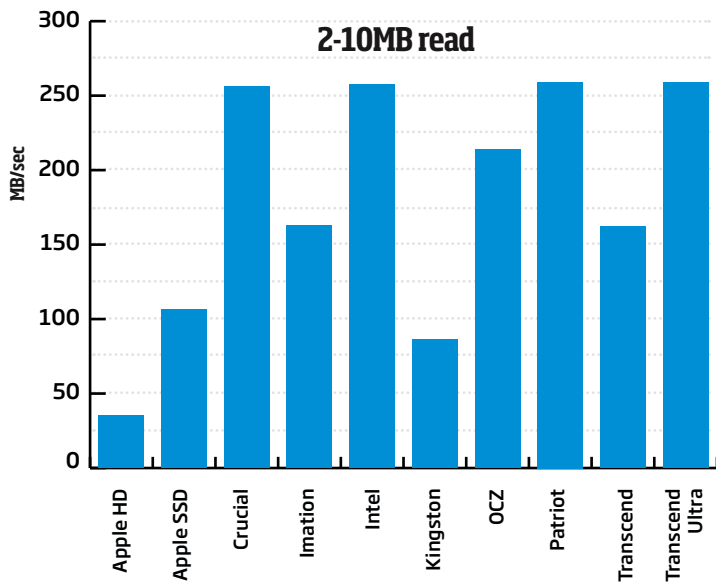


	Rating	Price	Website	Capacity	£/GB	Type	Shock resistance	Mean time between failure	
Crucial M225 2.5" Solid-State Drive	★★★★★	£277	www.crucial.com	128GB	£2.16	MLC	1,500G	1,000,000 hours	
Imation 2.5" M-Class SATA II SSD 128GB	★★★★★	£266	www.imation.co.uk	128GB	£2.08	MLC	1,500G	Not known	
Intel X25-M Mainstream SATA Solid-State Drive 160GB	★★★★★	£315	www.intel.com	160GB	£1.97	MLC	1,000G	1,200,000 hours	
Kingston 128GB SSDNow V-Series SATA2 2.5" Upgrade Kit	★★★★★	£172	www.kingston.com	128GB	£1.34	MLC	Not known	1,000,000 hours	
OCZ Agility Series SATA II 2.5" SSD 120GB	★★★★★	£303	www.ocztechnology.com	120GB	£2.53	MLC	1,500G	1,500,000 hours	
Patriot 128GB Torqx SSD Drive 2.5" SATA	★★★★★	£320	www.patriotmem.com	128GB	£2.50	MLC	1,500G	2,500,000 hours	
Transcend 128GB 2.5" Solid State Disk	★★★★★	\$327*	www.transcendusa.com	128GB	\$2.55*	MLC	1,500G	1,000,000 hours	
Transcend Ultra 120GB 2.5" Solid State Disk	★★★★★	\$487*	www.transcendusa.com	120GB	\$4.05*	MLC	1,500G	1,500,000 hours	

*These drives are almost impossible to find for sale in the UK. These US dollar prices do not include sales tax or shipping.

The single figure for each test in the 2-10MB and 20-100MB tests represents an average speed for these file-size ranges; the blue colour used is not related to the blue colour used for the 256KB block in the small blocks tests on page 110.

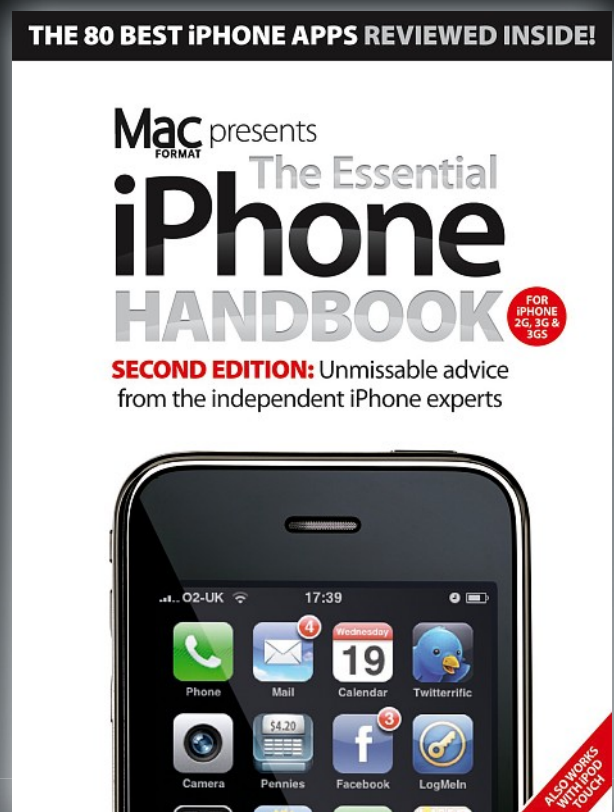
GROUP TEST



	Faster than HD (Standard sequential read average)	Faster than HD (Standard sequential write average)	Faster than HD (Standard random read average)	Faster than HD (Standard random write average)	Faster than HD (large read average)	Faster than HD (large write average)	Faster than HD (extended read average)	Faster than HD (extended write average)	Overall average speed-up
	4.7x	3.8x	10.5x	8.8x	7.3x	4.9x	7.3x	4.9x	6.5x
	3.2x	2.2x	7.8x	2.7x	4.6x	2.5x	4.6x	2.5x	3.8x
	4.9x	2.5x	11.6x	6.3x	7.3x	2.5x	7.4x	2.5x	5.6x
	2.2x	1.2x	5.9x	1.5x	2.4x	1.5x	2.5x	1.4x	2.3x
	4.3x	3.7x	9.8x	6.9x	6.1x	4.9x	6x	4.6x	5.8x
	4.8x	3.8x	11.5x	8.1x	7.4x	4.9x	7.4x	4.9x	6.6x
	3.2x	2.1x	7.9x	2.4x	4.6x	2.4x	4.6x	2.4x	3.7x
	4.6x	3.7x	10.7x	7.8x	7.3x	4.9x	7.3x	4.8x	6.4x

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Buyers' Guide

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- IPHONES
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Graham Barlow
Editor

Don't read this section expecting to find any post-Christmas bargains from Apple. It's just not the Apple way, and with Mac sales on the up there's simply no reason for Apple to cut its prices at this time. However, the good news is that, like with most things in life, you get what you pay for. While a new Mac will probably set you back a lot more than a bargain-basement PC, you'll get a machine that you'll genuinely enjoy using and one that will last you a lot

longer than the equivalent PC. When a new version of OS X gets released you don't usually need to upgrade to a new machine just to run it. If you look at the system requirements for OS X 10.6 Snow Leopard, you'll see that it's not *that* demanding - all you need is an Intel processor and 1GB of memory - so your current hardware should be adequate.

In which case, you can be sure that no matter what Mac you buy, it will last you for a good few years to come.

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>>DID YOU KNOW THIS?

The latest iMacs offer an edge-to-edge screen design, with no aluminium bezel surrounding the viewing area. There's no option for an anti-glare screen, though.

As recently as October 2009, Apple updated its iMac range, as well as beefing up the specs of its Mac minis and revising its one and only MacBook. All iMacs now come supplied with the new Apple Magic Mouse, which incorporates a Multi-Touch surface for 360-degree scrolling, two-fingered swiping and screen zoom.

All Macs come with Intel Core 2 Duo chips as a minimum, so whichever Mac you choose, it's going to be powerful. Whether you need a notebook or a

"Whether you need a notebook or a desktop Mac depends on how you're going to use it. Each has its own advantages and disadvantages"

desktop Mac depends on how you're going to use it. Each has its own advantages and disadvantages.

Apple's notebook range

Notebook choice is between the MacBook Pro, MacBook and MacBook Air. The brand-new white MacBook is just £799, and offers a 2.26GHz processor, a 250GB hard drive and a 13-inch LED-backlit glossy widescreen display. Although it's Apple's entry-level notebook, it's still a powerful and capable machine that's ideal for students and first-time users.

The MacBook Pro family had been extended, and is now more affordable than ever. It's ideal for more processor-hungry work such as video editing or running 3D programs, as they run at higher speeds and have a faster hard drive. Starting us off are the 13-inch models with 2.26 or 2.53GHz processors and up to 4GB RAM. There are now three 15-inch versions to choose from: 2.53GHz, 2.66GHz or 2.8GHz. From £1,299, these mid-level MacBook Pros offer more screen space than the 13-inch versions and better graphics. They also have built-in SD card slots to import digital photos.

Finally we have the daddy of the family, the 2.8GHz 17-inch version with a 500GB hard drive and up to eight hours of wireless productivity. Elsewhere, the thin and light 13-inch MacBook Air has seen a speed boost and price drop. It lacks a built-in DVD drive and only has one USB 2.0 port, but it's ideally suited to a regular business traveller who takes advantage of wireless networking. An external SuperDrive will set you back an extra £64.

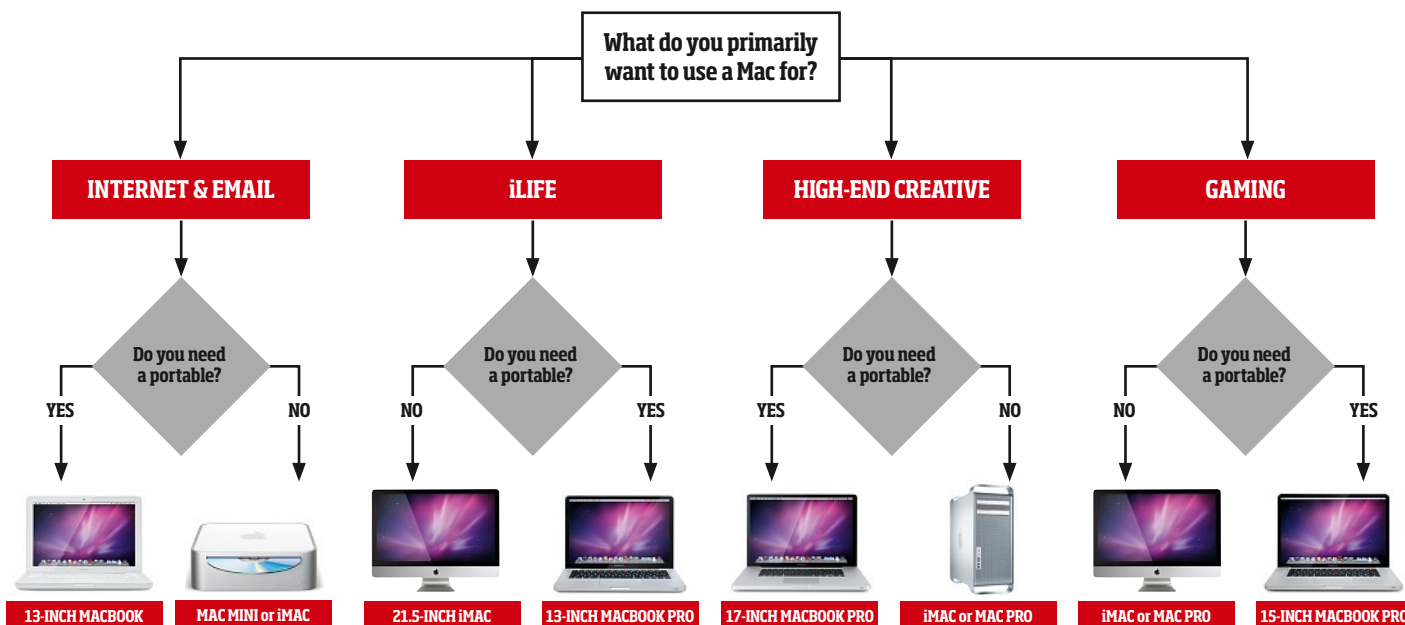


Apple offers three Mac models for desktop users. The new iMacs boast screen sizes of up to 27 inches.

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>> CHOOSING A MAC / WHICH ONE IS RIGHT FOR YOU?



If you want a desktop Mac, you have the choice of a Mac mini, an iMac or a Mac Pro. If you're on a budget or desk space is limited, go for a Mac mini. The October 2009 revision improved the machine's specs without increasing the price. For £499, you now get a 2.26GHz machine with 2GB RAM and 160GB hard drive. The high-end model offers a 2.53GHz processor with 4GB RAM and a 320GB hard drive for £649. You need a monitor, keyboard and mouse, though.

Re-imagined iMacs

The October 2009 revision to the iMac range gave us four new machines, with prices starting at £949. The two cheaper iMacs boast a 21.5-inch display, while the two high-end models include a 27-inch screen. Interestingly, three of the four iMacs have 3.06GHz Intel Core 2 Duo processors, which can be increased to 3.33GHz if you customise your iMac at the online Apple Store. The top-of-the-range model is based on a 2.66GHz quad core Intel Core i5, with a 2.8GHz quad core Intel Core i7 available as a configuration option.

These all-in-ones almost rival a Mac Pro for power, although for really intensive work you need Apple's high-end Mac. With a minimum spec of one Quad-Core 2.66GHz Intel Xeon

"If you want a desktop Mac, you have the choice of a Mac mini, an iMac or a Mac Pro. If you're on a budget or desk space is limited, go for a Mac mini"

processor, there's nothing you can't throw at a Mac Pro. With numerous configuration options, you can be sure the Mac you order is built to your requirements. Prices start from £1,899, but with the options of 32GB RAM upgrades and larger hard drives, you could spend a fortune. If you opt for a Mac mini or Mac Pro, you'll need a display, and Apple's Cinema Displays are ideal, with the 30-inch HD display at £1,173 or the 24-inch LED display at £635. All current Macs come with Mac OS X 10.6 Snow Leopard and the iLife '09 suite preinstalled. ●



>> DID YOU KNOW THIS?

Apple's MacBook Pro range now features integrated SD card readers to use with digital devices such as cameras or PDAs that use this type of flash card.



Many features associated with the MacBook Pro range have trickled down to the MacBook.

Your choice of Apple gear

Let us help you make the right purchase

Sponsored by



21.5-inch 3.06GHz £949

- 3.06GHz Intel Core 2 Duo
- 21.5-inch glossy widescreen (1,920x1,080 pixels)
- 4GB RAM (2x 2GB DDR3 SDRAM) • 500GB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 9400M with 256MB DDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card
- Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard



iMac

Updated
October
2009

21.5-inch 3.06GHz £1,199

- 3.06GHz Intel Core 2 Duo
- 21.5-inch glossy widescreen (1,920x1,080 pixels)
- 4GB RAM (2x 2GB DDR3 SDRAM) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 4670 graphics, 256MB DDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card
- Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 3.06GHz £1,349

- 3.06GHz Intel Core 2 Duo
- 27-inch glossy widescreen (2560x1440 pixels)
- 4GB RAM (2x 2GB DDR3 SDRAM) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 4670 graphics, 256MB DDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card; video-in port • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 2.66GHz (Quad Core) £1,599

- 2.66GHz Intel Core i5 Quad Core • 27-inch glossy widescreen (2560x1440 pixels) • 4GB RAM (2x 2GB DDR3 SDRAM) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 4850 graphics, 512MB DDR3 memory • 4x USB 2.0 ports; 1x FW 800; 1xSD card; video-in port • Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard



>>DID YOU KNOW THIS?

Despite being tiny, the latest Mac mini from Apple now has five USB 2.0 ports and one FireWire 800 port.

2.26GHz 160GB £499

- 2.26GHz Intel Core 2 Duo
- 2GB RAM (2x 1GB DDR3 SDRAM) • 160GB Serial ATA, 5,400 rpm hard drive
- 3MB shared L2 cache
- NVIDIA GeForce 9400M with 256MB of shared DDR3 SDRAM
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW)
- AirPort Extreme (802.11n)
- 1x FireWire 800 port
- 5x USB 2.0 • Mac OS X Snow Leopard, iLife '09
- Mini-DVI to DVI adaptor



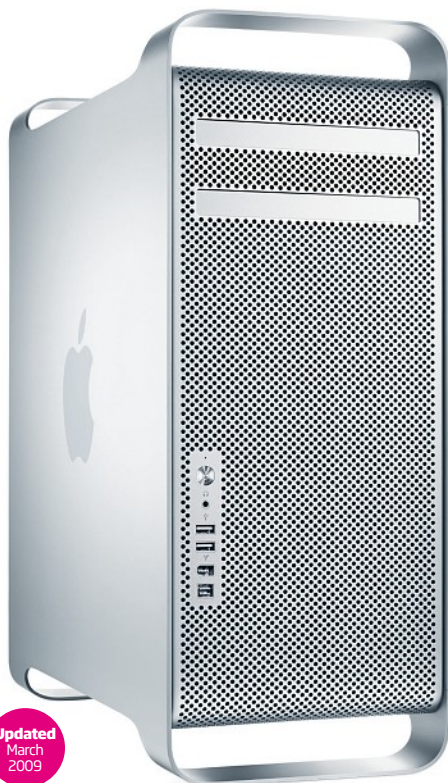
Updated
October
2009

Mac mini

2.53GHz 320GB £649

- 2.53GHz Intel Core 2 Duo
- 4GB RAM (2x 2GB DDR3 SDRAM) • 320GB Serial ATA, 5,400 rpm hard drive
- 3MB shared L2 cache
- NVIDIA GeForce 9400M with 256MB of shared DDR3 SDRAM
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW)
- AirPort Extreme (802.11n)
- 1x FireWire 800 port
- 5x USB 2.0 • Mac OS X Snow Leopard, iLife '09
- Mini-DVI to DVI adaptor

Mac Pro



Updated
March
2009

Quad-Core

£1,899

- 2.66GHz Quad-Core Intel Xeon • 3GB RAM (3x 1GB DDR3 ECC SDRAM) • NVIDIA GeForce GT 120 with 512MB of GDDR3 with Mini DisplayPort and dual-link DVI video output • 640GB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD+R DL/DVD±RW/CD-RW) • 3x open full-length PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FireWire 800 ports • Keyboard & Mighty Mouse

8-Core

£2,499

- 2x 2.66GHz Quad-Core Intel Xeon • 6GB RAM (6x 1GB DDR3 ECC) • NVIDIA GeForce GT 120 with 512MB of GDDR3 with Mini DisplayPort and dual-link DVI video output • 640GB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD+R DL/DVD±RW/CD-RW) • 3x open full-length PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FireWire 800 ports • Keyboard & Mighty Mouse

13-inch 2.26GHz

£899

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 2.26GHz Intel Core 2 Duo • 3MB shared L2 cache • 2GB (2x 1GB DDR3 SDRAM) • 160GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 9400M with 256MB DDR3 SDRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife '09 • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

13-inch 2.53GHz

£1,149

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 2.53GHz Intel Core 2 Duo • 3MB shared L2 cache • 4GB (2x 2GB DDR3 SDRAM) • 250GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 9400M with 256MB DDR3 SDRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife '09 • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

15-inch 2.53GHz

£1,299

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels • 2.53GHz Intel Core 2 Duo • 3MB shared L2 cache • 4GB (2x 2GB DDR3 SDRAM) • 250GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 9400M with 256MB GDDR3 memory • Precision aluminium unibody • Mac OS X Snow Leopard and iLife '09 • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

15-inch 2.66GHz

£1,499

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels • 2.53GHz Intel Core 2 Duo • 3MB shared L2 cache • 4GB (2x 2GB DDR3 SDRAM) • 320GB, 5,400rpm Serial ATA • SuperDrive 8x • NVIDIA GeForce 9400M with 256MB GDDR3 memory • Mac OS X Snow Leopard and iLife '09 • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

13-inch 1.86GHz

£1,149

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 1.86GHz Intel Core 2 Duo processor • 2GB DDR3 SDRAM • 120GB Serial ATA, 4,200rpm • Built-in 802.11n WiFi and Bluetooth 2.1 + EDR • NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM • Mac OS X Snow Leopard • 1x USB 2.0 port • Mini DisplayPort • MagSafe power adaptor

13-inch 2.13GHz

£1,349

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 2.13GHz Intel Core 2 Duo processor • 2GB DDR3 SDRAM • 128GB solid-state drive • Built-in 802.11n WiFi and Bluetooth 2.1 + EDR • NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM • Mac OS X Snow Leopard • 1x USB 2.0 port • Mini DisplayPort • MagSafe power adaptor

13-inch white 2.26GHz

£799

- 13.3-inch glossy widescreen, 1,280x800 pixels • 2.26GHz Intel Core 2 Duo • 3MB shared L2 cache • 2GB RAM (2x DDR2 SDRAM) • 250GB Serial ATA, 5,400rpm • 8x SuperDrive (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM • AirPort Extreme • Built-in iSight video camera • Bluetooth 2.0

15-inch 2.8GHz

£1,699

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels • 2.8GHz Intel Core 2 Duo • 6MB shared L2 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x • NVIDIA GeForce 9400M with 256MB GDDR3 memory • Mac OS X Snow Leopard and iLife '09 • 1x FireWire 800, 2x USB 2.0, 1x SD card

17-inch 2.8GHz

£1,849

- 17-inch LED-backlit glossy widescreen 1,920x1,200 pixels • 2.8GHz Intel Core 2 Duo • 6MB shared L2 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x • NVIDIA GeForce 9400M with 256MB DDR3 SDRAM • Mac OS X Snow Leopard and iLife '09 • 1x FireWire 800, 3x USB 2.0, 1x ExpressCard/34 slot



MacBook Air



MacBook



MacBook Pro

Updated
October
2009



"The iPod touch also got an upgrade in September 2009, but not with a built-in camera, as had been widely predicted"

How to buy an iPod

The iPod family has never looked better; we help you find your ideal model

The iPod range got a significant update in September 2009.

The nano enjoyed the biggest revision, with a new camera that captures audio and video, but can't take still photographs. It also offers a larger screen at 2.2 inches corner to corner, an FM radio with Live Pause functionality and a pedometer.

The shuffle's VoiceOver feature makes its way to the nano too, so you can navigate through your artists, songs and playlists without looking at the screen. Curiously, although the 16GB nano has dropped in price to £135 from £146, the 8GB model is up to £115 from £107, making the higher-capacity nano a much more attractive option.

The iPod shuffle has had a minor update. You now have five colours to choose from, not just black or grey. It comes in two capacities, a 2GB model for £45 and a 4GB version for £59. For our money, the 4GB shuffle is better value. If you're feeling rich, there's a

special edition iPod shuffle stainless steel model, which is available exclusively from Apple stores (including online) and costs £75. It's very shiny, but considering it's functionally identical to the standard 4GB model, is it really worth the extra money?

The latest iPod touch

The iPod touch also got an upgrade in September 2009, but not with a camera, as had been predicted. The 16GB model is dropped and a new 64GB version added. The 32GB model is reduced in price to £229 from £283, and the 8GB version is down to £149 from £165. The new 32GB and 64GB iPod touch models feature improved performance and support for OpenGL ES Version 2.0 graphics, which is great news for gamers. Now your games can offer more realistic textures and even greater detail.

And finally, don't forget the classic. At £189 for 160GB, it still offers the best cost-per-GB ratio of any iPod. ●



iPod classic

iPod classic 160GB

£189

- Up to 40,000 songs
- Up to 25,000 photos
- Up to 200 hours of video
- Available in black and silver
- 2.5-inch screen
- 320x240 pixels
- Battery lasts up to 36 hours (audio)
- Battery lasts up to 6 hours (video)
- 103.5x61.8x10.5mm
- 140g

iPod nano 8GB

£115

- Up to 2,000 songs
- Up to 7,000 photos
- Up to 8 hours of video
- Available in silver, black, purple, blue, green, yellow, orange, pink and PRODUCT (RED)
- 2.2-inch diagonal screen • 320x240 pixels
- Battery lasts up to 24 hours (audio) or 4 hours (video)
- Includes camera & FM radio
- 90.7x38.7x6.2mm
- 36.8g

iPod nano 16GB

£135

- Up to 4,000 songs
- Up to 14,000 photos
- Up to 16 hours of video
- Available in silver, black, purple, blue, green, yellow, orange, pink and PRODUCT (RED)
- 2.2-inch diagonal screen • 320x240 pixels
- Battery lasts up to 24 hours (audio) or 4 hours (video)
- Includes camera & FM radio
- 90.7x38.7x6.2mm
- 36.8g



iPod nano

iPod shuffle

Updated
September
2009



iPod shuffle 2GB £45

- Up to 500 songs
- No ability to display photos or videos
- Available in a range of colours
- No screen
- VoiceOver technology enables iPod to talk to you
- Battery lasts up to 10 hours (audio)
- 45.2x17.5x7.8mm
- 10.7g

iPod shuffle 4GB £59

- Up to 1,000 songs
- No ability to display photos or videos
- Available in a range of colours
- No screen
- VoiceOver technology enables iPod to talk to you
- Battery lasts up to 10 hours (audio)
- 45.2x17.5x7.8mm
- 10.7g

iPhone

Updated
June
2009



iPhone 3G 8GB £342.50

- Available in black
 - 3.5-inch widescreen
 - 320x480 pixels • WiFi (802.11b/g) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.0 + EDR
 - Battery lasts up to 24 hours (audio) • Battery lasts up to 7 hours (video) • Battery lasts up to 10 hours (talktime)
 - 300 hours (standby)
 - 115.5x62.1x12.3mm • 133g
- For contract and tariff info go to www.o2.co.uk

iPhone 3GS 16GB £440.40

- Available in black or white
 - 3.5-inch widescreen
 - 320x480 pixels • WiFi (802.11b/g) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.0 + EDR
 - Photo and video geotagging
 - Battery lasts up to 30 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 12 hours (talktime)
 - 115.5x62.1x12.3mm • 135g
- For contract and tariff info go to www.o2.co.uk

iPhone 3GS 32GB £538.30

- Available in black or white
 - 3.5-inch widescreen
 - 320x480 pixels • WiFi (802.11b/g) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.0 + EDR
 - Photo and video geotagging
 - Battery lasts up to 30 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 12 hours (talktime)
 - 115.5x62.1x12.3mm • 135g
- For contract and tariff info go to www.o2.co.uk



Updated
September
2009

iPod touch

iPod touch 8GB £149

- Up to 1,750 songs
- Up to 10,000 photos
- Up to 10 hours of video
- Available in black
- 3.5-inch screen
- 320x480 pixels
- WiFi (802.11b/g)
- Nike + iPod support
- Battery lasts up to 22 hours (audio) • Battery lasts up to 5 hours (video)
- 110x61.8x8mm
- 120g

iPod touch 32GB £229

- Up to 7,000 songs
- Up to 25,000 photos
- Up to 40 hours of video
- Available in black
- 3.5-inch screen
- 320x480 pixels
- WiFi (802.11b/g)
- Nike + iPod support
- Battery lasts up to 22 hours (audio) • Battery lasts up to 5 hours (video)
- 110x61.8x8mm
- 120g

iPod touch 64GB £299

- Up to 14,000 songs
- Up to 50,000 photos
- Up to 80 hours of video
- Available in black
- 3.5-inch screen
- 320x480 pixels
- WiFi (802.11b/g)
- Nike + iPod support
- Battery lasts up to 22 hours (audio) • Battery lasts up to 5 hours (video)
- 110x61.8x8mm
- 120g

» iPhone vs iPod touch

The iPhone is not just a phone – it's also a great iPod. Steve Jobs even called it "the best iPod Apple has ever made". But at 8GB the iPhone 3G is not capacious, which is annoying as the 3.5-inch screen just calls out for you to load it up with bulky video files. The latest iPhone 3GS comes in a 32GB size, which is more like the kind of capacity you need for movies, but there are some key differences between the iPod touch and iPhone.

The obvious one, of course, is that the iPod touch doesn't have the ability to make phone calls. Fair enough, but remember that this also means that the iPod touch users won't have access to

the internet – browsing, updating weather and stock widgets and sending and receiving email – when out of range of a WiFi hotspot.

The payoff is that an iPhone costs a lot more, and you also have to pay for the data you use. You either have to take out a contract with O2 or buy it on Pay & Go from £342.50.

The iPod touch currently lacks many of the iPhone's features, including a camera, voice control and digital compass. Rumours that a camera would be included in a future iPod touch were not confirmed in the September 2009 update, but it may happen in the future. To find out more about iPhone 3GS tariffs visit www.o2.co.uk.

Bring The Band!

Spend over £1000 & Get FREE Cream Studio Time

Another awesome CW[Pro] first.
- Spend over a grand on musical instruments with us and get some FREE rehearsal STUDIO time at the world famous Cream Production Studios. All you need to do is tell us the name of your band when purchasing your gear we'll keep a running total. Once you have spent over £1000 - the you can claim your FREE STUDIO REHEARSAL TIME!

Cream

Production Studios

The Cream Production Studios simply offers the most stunning Production Suites / Recording facilities for hire in London, if not the UK.

The simply spectacular 850 Sq foot live room, complete with adjustable ceiling baffles is suitable for any high-quality music recording / rehearsal ranging from bands, to strings and choirs.

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www.cwpro.co.uk
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BUYERS' GUIDE

>> KEYBOARDS & MICE

Apple Wireless Keyboard



★★★★★

Price: £47 **Reviewed:** Issue 189
Web: www.apple.com/uk
Full review: www.techradar.com/53760
Key specs: Dimensions: 27x11.5x1.43cm; Connections: Bluetooth only; Power: 3x AA batteries; requires Mac OS X 10.4.10

- ⊕ Stunning; wireless; easy to type on; compact
- ⊖ Needs Mac OS X 10.4.10 to work

"The Wireless Keyboard is superb in every way. It's another design classic from the Apple creative team."

Wacom Bamboo Fun Small ★★★★★



Price: £89 **Reviewed:** Issue 214
Full review: www.techradar.com/637575
Key specs: 1,024 pressure levels; Gestures
⊕ Gesture support, good software bundle
⊖ Expensive

Macally mGlide ★★★★★



Price: £25 **Reviewed:** Issue 212
Full review: www.techradar.com/619206
Key specs: Wireless operation; small form factor
⊕ Perfect match for your Apple keyboard
⊖ It's a little small

>> PRINTERS & ALL-IN-ONES

Canon PIXMA MP640



★★★★★

Price: £133 **Reviewed:** Issue 215
Web: www.canon.co.uk
Full review: www.techradar.com/644919
Key specs: Printer (9,600x2,400dpi, 5-ink printing); supports all major memory card formats; on-body printing

- ⊕ Phenomenal feature package; great print quality
- ⊖ Weak instructions might confuse newbies

"The mix of stellar print quality and an excellent feature package make the Canon MP640 a great buy."

HP Officejet Pro 8500 ★★★★★



Price: £189 **Reviewed:** Issue 210
Full review: www.techradar.com/603509
Key specs: Printer/scanner/email; 4,800dpi
⊕ Packed with features; great text printing
⊖ Average photo printing; expensive

Lexmark E260dn ★★★★★



Price: £218 **Reviewed:** Issue 213
Full review: www.techradar.com/268952
Key specs: Mono laser printer
⊕ Cheap to run, easy setup and great text quality
⊖ Simple feature set

>> DISPLAYS

Apple Cinema Display



★★★★★

Price: £635 **Reviewed:** Issue 205
Web: www.apple.com/uk
Full review: www.techradar.com/500220
Key specs: 24-inch LED screen, 1,920x1,200, 16.7 million colours, three self-powered USB ports, iSight camera

- ⊕ Beautiful colour reproduction; impressive sound; oozes quality
- ⊖ Display stand needs revamping; only for Macs with Mini DisplayPort

"An incredible piece of kit for Macs with a Mini DisplayPort. Screen quality is first rate, with great consistency."

Samsung 2233SW ★★★★★



Price: £159 **Reviewed:** Issue 213
Full review: www.techradar.com/628604
Key specs: Low-cost SyncMaster monitor
⊕ Excellent value for money
⊖ No speakers

Hanns G Hi221DP ★★★★★



Price: £118 **Reviewed:** Issue 213
Full review: www.techradar.com/500421
Key specs: 22-inch widescreen, 1,680x1,050 res
⊕ A solid performer; good looking
⊖ Terrible built-in audio

>> SPEAKERS/HEADPHONES

Sennheiser CX 300-II



★★★★★

Price: £19 **Reviewed:** Issue 207
Web: www.sennheiser.co.uk
Full review: www.techradar.com/562193
Key specs: Frequency response 19Hz-21KHz; Impedance 16Ω; Weight 4g; Extras: three sets of cups and carry pouch

- ⊕ Superb value; great audio at a bargain price
- ⊖ Slightly flabby bass; there are better buds around, but not at this price

"We can't say it loudly or plainly enough: buy a set of Sennheiser CX 300-II. Accomplished sound, and cheap."

Revo Blok ★★★★★



Price: £195 **Reviewed:** Issue 209
Full review: www.techradar.com/593649
Key specs: Aux input for all recent iPods
⊕ Rich, deep sound; excellent remote
⊖ Not for iPhone; can't sync with Mac

Altec Octiv AIR M812 ★★★★★



Price: £270 **Reviewed:** Issue 214
Full review: www.techradar.com/638130
Key specs: Wireless; iPod dock; FM tuner; Aux
⊕ Polished, rounded sound; very stylish
⊖ Could play nicer with an iPhone

BUYERS' GUIDE

>> DIGITAL CAMERAS

Canon EOS 500D



★★★★★

Price: £576 (body) **Reviewed:** Issue 209
Web: www.canon.co.uk
Full review: www.techradar.com/596771
Key specs: 15.1MP; 4,752x3,168 res; HD recording; Card formats: SD, SDHC; File formats: JPEG, RAW.

- ⊕ Increased ISO sensor; HD DV recording; 3-inch LCD
- ⊖ High price; no external mic socket for video

"If you're happy to pay for the privilege of high-quality movies, this EOS is a great buy."

Olympus µ Tough 8000 ★★★★★



Price: £252 **Reviewed:** Issue 210
Full review: www.techradar.com/603073
Key specs: 12MP; 5-18.2mm lens
⊕ Waterproof to 10m; shockproof; good wide angle
⊖ Controls are awkward to use

Samsung ST1000 ★★★★★



Price: £295 **Reviewed:** Issue 215
Full review: www.techradar.com/644939
Key specs: OS X 10.4 or later
⊕ Good pics and movies; great GPS
⊖ Too expensive

>> DIGITAL VIDEO CAMERAS

Samsung VP-HMX 20C



★★★★★

Price: £375 **Reviewed:** Issue 202
Web: www.samsung.com/uk
Full review: www.techradar.com/528224
Key specs: 2.7-inch LCD; movie capture at 2.1MP and still image at up to 4MP; HD lens delivering 10x optical and 10x digital zoom

- ⊕ Good screen; lightweight; offers full HD resolution
- ⊖ Really need to shop around to find affordable price

"This lightweight HD camera captures high-quality video and still images. Its 80GB internal memory is a plus point."

Canon HV30 ★★★★★



Price: £755 **Reviewed:** Issue 201
Full review: www.techradar.com/468942
Key specs: HDV; DIGIC II processor; MiniDV/SD card
⊕ Superb stills and video; better than HDD
⊖ Cumbersome to use

Panasonic SDR-S26 ★★★★★



Price: £179 **Reviewed:** Issue 207
Full review: www.techradar.com/561668
Key specs: Sensor: 1/8 inch CCD; Compression: MPEG-2
⊕ Small enough to fit in coat pocket
⊖ Files need converting to play on Mac

Trade in Your Mac...



Mac Scrappage Trade-In Scheme For Individuals

Still struggling on with your old Mac? Can't run the latest software? Can't play the latest games? Taking you ages to complete tasks? Then why not trade-in your tired old SLOW Mac for a shiny new FAST one with the new CW Mac Scrappage scheme? Trading in your old Mac with CW means you will benefit from all the cool stuff that comes along with a new Mac - the latest processors, latest software and more!

Get Up to £600 for each of your old Macs When you trade-in with CW today!

Your old desktop to a NEW iMac



BUY NOW PAY LATER!

Your old laptop to a NEW MacBook Pro



UP TO An Amazing £600 For your old Mac*



This is... computer warehouse

*Depending on age, condition and specification. Please call for details. Terms apply, available on request. Consumer statutory rights are not affected. Prices exclude carriage. E&OE.

>> ROUTERS/NETWORKING

AVM FRITZ!Box 7270



★★★★★

Price: £180 **Reviewed:** Issue 212
Web: www.fritzbox.eu
Full review: www.techradar.com/621127
Key specs: 1x USB 2.0, 4x Ethernet, 1x WAN; 802.11n; modem supports ADSL and ADSL2; integrated DECT base station

- ⊕ Packed with features, including impressive array of telephony functions
- ⊖ No simultaneous dual band

"The router's advanced traffic-shaping feature really impressed. An extremely high quality piece of kit."

Iomega Home Media ★★★★★



Price: £102 **Reviewed:** Issue 207
Full review: www.techradar.com/577291
Key specs: 500GB; 1x Gigabit Ethernet; 1x USB 2.0
⊕ Easy to set up and use; elegant interface
⊖ Can't set up playlists

Billion BiPAC P104 ★★★★★



Price: £85 **Reviewed:** Issue 207
Full review: www.techradar.com/560834
Key specs: Transfer rate up to 200Mbps
⊕ Great alternative to WiFi
⊖ Bulky, though this is inevitable

>> STORAGE

My Book Studio II 4TB



★★★★★

Price: £410 **Reviewed:** Issue 212
Web: www.wdc.com
Full review: www.techradar.com/618319
Key specs: 4TB; USB 2.0, FireWire 400/800 and eSATA connectivity; can be reconfigured to different RAID settings

- ⊕ Four terabytes; triple interface
- ⊖ Not exactly cheap; chassis is a little flimsy

"Impressive performance and connection for those who need extra space. Pleasantly styled and easy on the eye."

Buffalo TeraStation III 2TB ★★★★★



Price: £635 **Reviewed:** Issue 210
Full review: www.techradar.com/604216
Key specs: 2TB capacity; 2x Gigabit Ethernet
⊕ Fast read/write performance; huge storage space
⊖ Expensive even for capacity; flimsy door

Apple Time Capsule 2TB ★★★★★



Price: £379 **Reviewed:** Issue 213
Full review: www.techradar.com/629850
Key specs: 1x USB 2.0, 3x Ethernet, 1x WAN
⊕ Simultaneous dual band; high capacity
⊖ No built-in modem

Trade in Your Mac...



Mac Scrappage Trade-In Scheme For Business

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BUYERS' GUIDE

>> IPOD ACCESSORIES

Belkin TuneBase FM



★★★★★

Price: £56 **Reviewed:** Issue 213
Web: www.belkin.com
Full review: www.techradar.com/628966
Key specs: A very cheap way of integrating your iPhone into your in-car music system

- ⊕ ClearScan; RDS; can charge other USB device; great build quality
- ⊖ FM signal can be crackly, and sometimes drops out altogether

"As a cheap way of tying your iPhone into your car's system, it can't be beat."

Belkin shuffle cable ★★★★★



Price: £12 **Reviewed:** Issue 214
Full review: www.techradar.com/637638
Key specs: Use third-party earbuds with iPod shuffle

- ⊕ Gives you shuffle controls with any earbuds
- ⊖ Can't clip iPod inside your clothes

RothDock ★★★★★



Price: £70 **Reviewed:** Issue 211
Full review: www.techradar.com/611361
Key specs: Also compatible with iPhone 3G/3GS

- ⊕ No configuration needed; remote control
- ⊖ No video streaming

>> MAC ACCESSORIES

Shure PG27 USB Mic



★★★★★

Price: £139 **Reviewed:** Issue 211
Web: www.shure.co.uk
Full review: www.techradar.com/611534
Key specs: Frequency response: 20Hz-20kHz; Pattern: cardioid polar; Attenuation: 0db/-20db

- ⊕ Great range of sound; easy to set up; on-mic monitoring capability
- ⊖ Single microphone use only

"Shure's PG27 mic represents the new breed of USB-based active mics. If you're after a single-mic setup, it's great."

Elgato turbo.264 HD ★★★★★



Price: £128 **Reviewed:** Issue 209
Full review: www.techradar.com/596751
Key specs: Output: iPod high/standard; iPhone; PSP

- ⊕ Super-fast H.264 encoding
- ⊖ No longer supports PowerPCs; expensive

Sanho HyperMac 222Wh ★★★★★



Price: £302 **Reviewed:** Issue 212
Full review: www.techradar.com/619294
Key specs: 222 watt-hours; Weight: 4.7lbs

- ⊕ Charges internal batteries; can power iPhone
- ⊖ Expensive; high-capacity models are very heavy

>> IPHONE APPLICATIONS

Twitterrific Premium



★★★★★

Price: £2.39 **Reviewed:** Issue 210
Web: www.iconfactory.com
System reqs: iPhone OS 2.2 or later
Available from the App Store, directly through your iPhone or via iTunes.

- ⊕ Lovely interface; beefed-up features list; support for multiple accounts
- ⊖ Reposting between accounts is tricky; basic stuff needs configuring

"An application that definitely repays the time spent exploring it. A firm favourite."

Birdhouse ★★★★★



Price: £2.39 **Reviewed:** Issue 209
System reqs: iPhone OS 2.1

- ⊕ Draft multiple Twitter notes before you tweet
- ⊖ Only useful if you are a complete Twitter addict

RedLaser ★★★★★



Price: £1.19 **Reviewed:** Issue 216
System reqs: iPhone OS 2.0

- ⊕ Read a barcode and then check online prices
- ⊖ Results weaker on iPhone 3GS than original

>> SYSTEM UTILITIES

Micromat TechTool Pro 5



★★★★★

Price: £90 **Reviewed:** Issue 206
Web: www.micromat.com
Full review: www.techradar.com/528167
System reqs: PPC G4 or G5 or any Intel Mac; OS X 10.4.9 or later; DVD ROM drive; Quartz Extreme graphics support

- ⊕ Fast and stable; comprehensive tools; proactive alerts and monitors
- ⊖ Updated FTP disappoints

"If your budget can only accommodate one commercial system utility, make it TechTool Pro 5."

Prosoft Drive Genius 2 ★★★★★



Price: £68 **Reviewed:** Issue 208
Full review: www.techradar.com/589923
System reqs: G4, G5 or Intel; OS X 10.4.9 or later

- ⊕ Comprehensive set of tools
- ⊖ RAID not supported

iStat Menus 2.0 ★★★★★



Price: Free **Reviewed:** Issue 215
Full review: www.techradar.com/645026
System reqs: OS X 10.5 or later

- ⊕ Flexible, stable and useful; great date and time
- ⊖ Gradient-happy interface

BUYERS' GUIDE

>> HOME OFFICE

Apple iWork '09



★★★★★

Price: £69 **Reviewed:** Issue 205
Web: www.apple.com/uk
Full review: www.techradar.com/500293
System reqs: G4 (500MHz or faster) processor, Mac OS X 10.4.11 or later, 512MB RAM (1GB recommended)

- Keynote is a market leader, and the rest of the apps are catching up
- ⊖ Both Numbers and Pages still lack some basic features

"The '09 update sees some good features added and some general improvements. Worth it for Keynote alone."

APP4MAC Twin 1.01 ★★★★★



Price: £25 **Reviewed:** Issue 211
Full review: www.techradar.com/611922
System reqs: Power PC G4, G5/Intel Mac
 ➤ Back up to multiple destinations; easy to use
 ⊖ None

FileMaker Bento 3 ★★★★★



Price: £30 **Reviewed:** Issue 215
Full review: www.techradar.com/644983
System reqs: OS X 10.5.7 or later
 ➤ iPhoto integration; password security
 ⊖ Layout tools still a little inflexible

>> GAMES

X3: Terran Conflict



★★★★★

Price: £40 **Reviewed:** Issue 216
Web: www.egosoft.com
System reqs: Intel processor, 2.16GHz or greater; 1GB RAM; Mac OS X 10.5.7; GeForce 8600, Radeon X1600 or later; 256MB VRAM; 7GB hard drive space

- Amazing looks; astonishing depth; new ships and control system
- ⊖ Hard to get into; a little po-faced

"If you don't mind the seriousness and complexity, there's no better way to fulfil your galaxy-hopping fantasies."

Civ IV: Beyond the Sword ★★★★★



Price: £20 **Reviewed:** Issue 214
Web: www.aspyr.com
System reqs: G5/Intel 1.8GHz; 512MB RAM
 ➤ Loads of scenarios; new civilisations; Great VFM
 ⊖ Won't win over non-fans of previous games

BioShock ★★★★★



Price: £34 **Reviewed:** Issue 215
Web: www.2kgames.com
System reqs: 1.8GHz CPU; 1.5GB RAM; 8GB HDD space
 ➤ Great story; amazing visuals; interesting themes
 ⊖ Too quick to reveal its secrets

>> VISUAL TOOLS & LAYOUT

Photoshop Elements 8



★★★★★

Price: £75 **Reviewed:** Issue 215
Web: www.adobe.com
Full review: www.techradar.com/644205
System reqs: Mac OS X 10.4.11 or higher; 1GB hard drive space; 512MB RAM (1GB recommended)

- Great Recompose tool, smart brush for special effects, Scene Cleaner
- ⊖ Intel-only, interface a little gloomy

"Lots of exciting tools, offering virtually all the controls you need at a truly affordable price."

BeLight Printfolio ★★★★★



Price: £49 **Reviewed:** Issue 208
Full review: www.techradar.com/589659
System reqs: Mac OS X 10.4 or later
 ➤ Comprehensive range of user-friendly apps
 ⊖ Not great at exporting between them

Dream Capture ★★★★★



Price: £7 **Reviewed:** Issue 211
Full review: www.techradar.com/611327
System reqs: G5 Mac; 3.5MB disk space
 ➤ Instantly saved videos; good value for money
 ⊖ Some file sizes very large

>> MULTIMEDIA SOFTWARE

Apple iPhoto '09



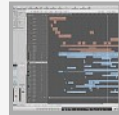
★★★★★

Price: £69 (iLife '09) **Reviewed:** Issue 206
Web: www.apple.com/uk
Full review: www.techradar.com/527969
System reqs: PowerPC G4 or G5, or any Intel Mac; 512MB RAM (1GB recommended); Mac OS X 10.5.6 or later; 4GB HDD space

- Practical tools, new options to export slideshow, Places a useful addition
- ⊖ Faces could be better, few cameras have GPS

"The new features are great, but there's some room for improvement in the Faces facial-recognition facility."

Apple Logic Studio ★★★★★



Price: £399 **Reviewed:** Issue 213
Full review: www.techradar.com/625541
System reqs: Intel Mac; 1GB RAM; Mac OS X 10.5.7
 ➤ Powerful music studio; great tools; good value
 ⊖ Some minor bugs in the initial release

Anime Studio Debut 6 ★★★★★



Price: £31 **Reviewed:** Issue 211
Full review: www.techradar.com/611940
System reqs: G4+; 256MB RAM; OS X 10.4
 ➤ Excellent features and tutorials
 ⊖ No texture mapping or lighting

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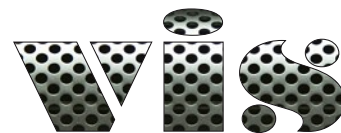
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On the disc

● FULL SOFTWARE ● EXCLUSIVE DEMOS ● ESSENTIAL SHAREWARE ● READER OFFERS

Welcome to the disc

Issue 217



January can generally seem like a month-long period of financial hangover after much monetary over-indulgence during Christmas. And I feel the pinch as much as anybody. But, while you won't find me scurrying around dingy alleys at the back of my favourite restaurants searching for a la carte leftovers, I do seek out other methods of cost-cutting. Such as those in software form that are also known as freeware.

You'll be extremely glad to hear that this particular brand of application is thankfully devoid of those irksome begging messages requesting that you

"The internet is a large freeware minefield of annoyingly buggy and barely useful programs"

pump your hard-earned coppers into some poorly designed online e-tailer.

Unfortunately, the internet is a freeware minefield of annoyingly buggy and barely useful programs, which is where *MacFormat* comes to your rescue with a very useful life-raft of top tools. This issue (and every issue for that matter) we're selecting a few top freeware utilities covering a broad array of uses that will hopefully make your Mac's life a long, prosperous and inexpensive one. Enjoy the goodies!

.....
Each issue, New Media Editor Simon Holland selects a fantastic array of software for you to enjoy on your Mac.

>> APP-REMOVING SOFTWARE

AppDelete 2.2.3

Purge your system of unused software

You've had your Mac for a couple of years now and it's become cluttered with apps that were used for a period maybe six months ago. So why not adhere to the adage that a clean Mac makes for a clean mind? With *AppDelete* you can remove the software you no longer run along with associate files. This saves a shift on *Spotlight* where you're scouring for these items. Or worse, let them sit on your Mac forever even though the app is long gone.



Free up your system by removing apps cleanly and safely.

>> ACCOUNTING APP

Mac-HaBu Bronze 10.3.2

Invoicing for the masses



If you're a freelancer, you'll be aware of the role invoicing has when it comes to paying the bills. Put simply, if you don't send an invoice (or if you do and it's indecipherable) there's little chance of making ends meet. So if you do struggle with this aspect of accounting then you might like to try this app developed by MC Richter. It houses all the functionality you need for a good accounting job and the results can be displayed in a variety of forms with profit and loss, budget, VAT and more.

>> WEB-PUBLISHING APP

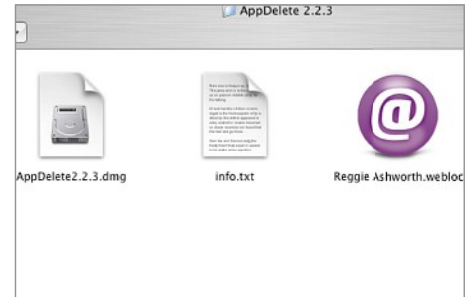
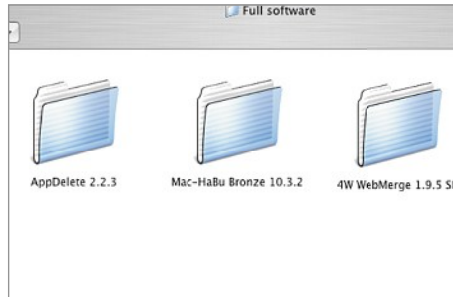
4W WebMerge 1.9.5 SE

Publish databases online



This little beauty eats up your *FileMaker Pro*, *Microsoft Access* or *AppleWorks*-built database and spits it out as HTML for your site. If your software supports export into merge or tab-delimited format you can take advantage of *WebMerge*. The intellect coded into this product is fully realised when you start using the feature that creates an index page with each of the newly generated pages. They can be hosted on any server and there's no reliance on specialised database hosts.

» HOW TO / Install the programs on your disc



01 Loading the disc

After inserting your *MacFormat* disc into your drive, double-click the disc icon on your Desktop, then double-click the icon named *MacFormat.osx*. This will load the interface so you can view info about the items on the disc.

02 The software

Once loaded, accept the terms and conditions in order to go to the homepage. From here you can click *Software*, *In The Mag* or *Podcast*. The first two lead to sub-sections, which contain the software tools.

03 Getting the apps

Selecting an item will load details about the software. To delve straight into the app, click *Click here to open*. An installer will load or you will go to a window to extract the archive or execute the setup file manually.

Full disc contents

The complete list to what you'll find on your disc this issue

FULL SOFTWARE

AppDelete 2.2.3
Mac-HaBu Bronze 10.3.2
4W WebMerge 1.9.5 SE

IN THE MAG Games

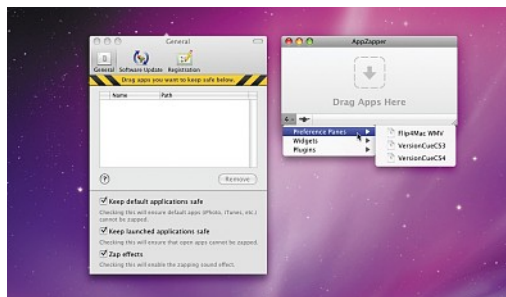
Machinarium 1.0.1

Group test

Carbon Copy Cloner 3.3
SuperDuper! 2.6.2

Mac clean-up

AppTrap 1.1.3
AppZapper 1.8
Cocktail 4.6.1
DaisyDisk 1.3.6
Disk Inventory X 1.0
GrandPerspective 1.1
HoudahGeo 2.3.6



Uninstall unwanted software with App Zapper on this issue's disc.

iStat menus 2.0
Monolingual 1.4.1
OnyX 2.1.1
Transmit 3.7
WhatSize 4.8.3

Q&A

Create Booklet PDF
Service 1.1

Perian 1.1.4

Shareware

Camino 2.0
Herald 1.1
Zoom 2.3.0

Reviews

Business Card Composer 5.0.1

FarFinder 1.4.3
iFunia Video Converter Pro
LaunchBar 5.0.2
Viewfinder 1.0.4

Tutorials

Grum! 0.9.14.434
NetNewsWire 3.2.3
ReadAir 0.31
TinkerTool 3.96
VirtualBox 3.1.0

SOFTWARE Recommended

AppDelete 3.0.1
WebMerge 2.6b1
OpenOffice.org 3.1.1

Top freeware

Album Artwork Assistant 2.7
CleanArchiver 3.0a6
DoubleCommand 1.6.9
doubleTwist 1.0b13
IceClean 3.3.2
iRed Lite 1.0
SlipBox 0.9.3
Spotify 0.3.22
Trash It! 4.0
TrueCrypt 6.3a

PODCAST

2nd November 2009
16th November 2009

» GET YOUR SERIAL CODE

Some products on the disc require registration to unlock all the features. Instructions are on the interface, which is loaded from the disc's root.

» HAVING PROBLEMS?

In the unlikely event of your disc being defective, please email our support team at support@futurenet.co.uk for further assistance. If you would prefer to talk to a member of our support team in person, call **01225 822743**. If you have comments about the software we include or you have suggestions for software that you would like to see on future discs, please email to Simon Holland, New Media Editor, at simon.holland@futurenet.com

» READER OFFERS / Save yourself £££s

Upgrade to WebMerge 2.5 for a special price

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com/products/webmerge/upgrade.html. Enter the following promotional code when prompted by the order process: **FPDNWM4409**.

On your disc

Find three full programs plus a selection of widgets, tutorials, reviews and freeware



Future Technology coverdisc

This disc has been thoroughly scanned and tested at all stages of production, but - as with any new software - we still recommend that you run a virus checker before use. We also recommend that you have an up-to-date backup of your hard disk(s) before using this disc.

Future Publishing cannot accept responsibility for any disruption, damage and/or loss of data to your data or computer system that may occur while using this disc, or the programs and data on it. We advise that you consult your network administrator before installing software on a networked Mac.

Coverdisc problems

If you are having difficulties using the MacFormat disc interface or its content, please visit our reader support website at www.futurenet.co.uk/support.

On this regularly updated website, you'll find solutions to numerous commonly reported problems. If, after reading these, you are still experiencing difficulties, then please email our reader support team (support@futurenet.co.uk) or phone 01225 442244 and ask for coverdisc support.

Please note that we can only provide technical support for the installation of software. Unfortunately, we cannot give in-depth help on the applications, or on your hardware or operating system. For software support-related issues, please contact the relevant product's developers. We are unable to provide serial numbers over the phone.

Please also note that Future Publishing can only provide technical support for this disc for a period of six months after this magazine's on-sale date.

Interface

- Interface requires OS X.
- Some programs may require free registration over the internet or phone.
- Some software may not be available in all territories.
- Where relevant, program values quoted are prices when sold with original packaging and manuals.



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Shoot high-quality video in portrait or landscape, then post on the web or email friends. The latest iPod nano also includes a microphone, built-in speaker and FM radio. A polished anodized aluminum finish in seven electrifying colors and a larger 2.2-inch color display make this the best nano yet. Ask in store for a test drive.

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With the new wireless Magic Mouse, the world's first Multi-Touch mouse, use it once and you'll wonder how you ever used anything else. There's no clunky wheel, no cord, and no visible buttons. Instead, Magic Mouse uses touch technology to let you control everything with simple gestures. Multi-Touch technology changes the way you interact with your Mac.



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room-filling sound that will easily please even the most discerning of listeners.
The RA is beautifully finished off with the unique Vita Audio Rotational Interface which
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